Official Game Guide

PIRATES of the Burning Sea™

Exclusive code for in-game item!

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PLATFORM PUBLISHING

Pirates of the Burning Sea

PRIMA Official Game Guide
Written by Mike Searle

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court, Suite 100
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www.primagames.com

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About the Author

MIKE SEARLE

Mike Searle remembers playing the simple yet addictive *Missile Command*, and the days of Atari *Adventure*, where your square hero could end up in a hollow dragon stomach. His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside, instead of on the console, so the first chance he got, he bought a PC to play the *Ultima* series, *Doom*, and countless others. Mike started working with Prima Games in 2002 and has written more than 30 strategy guides, including *Lord of the Rings Online: Shadows of Angmar*, *Jurassic Park: Operation Genesis*, *Dark Messiah: Might and Magic*, *Pirates of the Burning Sea*, and several guides in the Tom Clancy's *Ghost Recon* and *Splinter Cell* series. He can't wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that's what he keeps telling himself about his FPS kill ratio.

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Visit The Syndicate® at www.LLTS.org

ISBN: 978-0-7615-5707-4
Library of Congress Catalog Card Number: 2007927553
Printed in the United States of America
08 09 10 11 GG 10 9 8 7 6 5 4 3 2 1

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Prima would like to give a very special thanks to Jess "Admiral Elbow" Lebow for all of his assistance on making this guide.

Prima would also like to thank the following people from Flying Lab: David Hunt, Pat Hoynes, Anna "Ivy" Murchison, Bert Harvey, Bruce Sharp, Bryan Yarrow, Cory J. Herndon, Chris Pramas, Diana Lee, Donna "Danicia" Prior, Gavin Irby, Justin "Justinian" Miller, Janice Von Itter, Lindsey, Marc K. Watkins, Theresa "eekabeep" Pudenz, Tom Tobey, Val Miller.

Mike Searle would like to thank his wife Deb, his children (Cassie, Raina, Henry, Tristan, and Nate), Sean and his incredible Syndicate crew, and everyone at Flying Lab for all the help, support, understanding, and sanity during the always insane time of putting a book like this together. Without you all, it wouldn't have been possible. Now everyone climb onboard the loveable "Folly Roger" and journey into the fantastic Caribbean of 1720!

To activate the Parrot Code:

1. Go to www.Station.com
2. Click "My Account" at the top of the page
3. Log in
4. Click "Enter Activation Code"
5. Enter your code
6. When in game, type /claim to retrieve your parrot

Creatin' Your Character

So you've heard the Caribbean was a tropical paradise, and a compadre hinted that gold leaked from the tap of every tavern along the Mexican coast? Guess again, bilge-scrubber.

Sailors must earn a living, just like the honest folks of the mainland—unless you plan on playing a Pirate, in which case you still must break a sweat to steal off others.

Nation and Career determine where and how you set your sails in the Caribbean.

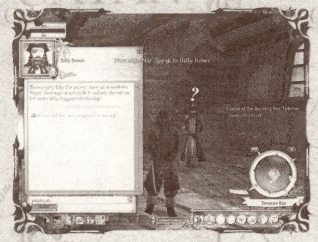
Your first two choices when you enter the Caribbean are big ones: nation and career. Nation means you align yourself with one of four affiliations: England, France, Spain, and the unaligned Pirates (which are their own loose group that stick together if it serves all parties' interests). Your nation determines things such as your starting port and the taxes you'll likely pay in other ports around the Caribbean; most important, it sides you for life with those in your nation. Meaning, whenever you partake in PvP (player vs. player) sea battles, you will always ally with your nation and oppose foreign nations.

You have the power to customize your captain's look.

Upon choosing your nation and career, you can customize your character's look, from head to body to legs. Wish you had more hair on your pate? Try some dreadlocks or a wig. Too much of a coin-hoarder to buy yourself a nice, fancy coat in your previous life? Slip one on here. You can even put straps on your boots if the mood's upon you.

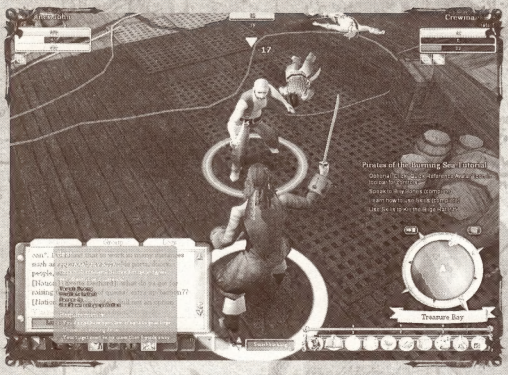
Career is another thing you shouldn't enter lightly. For those not pursuing the Pirate profession (which has only one career path—pirate!), you can become a Freetrader, Naval Officer, or Privateer. Freetraders are explorers who roam the sea in search of cheap trade goods in one port to sell at a profit in another; you are the lifeblood of the thriving Caribbean economy. A Naval Officer follows the orders of his government, protecting what he holds dear at all costs. The Privateer hunts the enemies of his nation, sailing out to meet the threats before they hit home. Consider reading the career chapters later in this book before choosing your life's career.

Why not start with a French Freetrader?



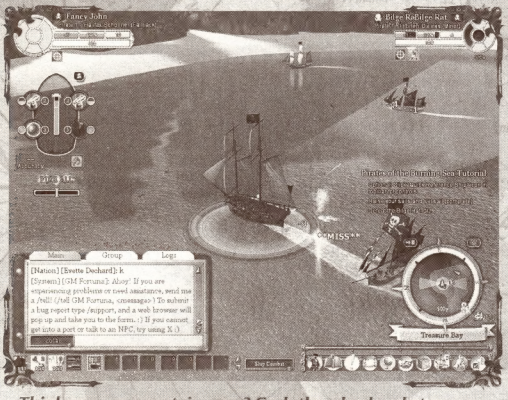
In the tutorial, speak with anyone who has a exclamation mark floating over his head.

With your pants all snug, it's time for the tutorial. Pay attention during this introduction adventure because it teaches you about the game's controls and basic functions. Speak with all the NPCs (nonplayer characters) with exclamation marks over their heads. They have the most interesting news and may send you on missions to earn experience and doubloons.



Test your sword skills in your first swashbuckling duel.

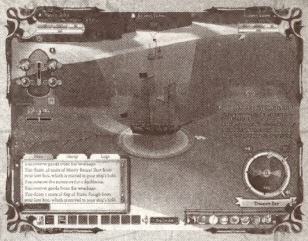
After your initial conversation, head to the top deck for some bloodletting—and try not to make it your own. You must defeat five bilge rats that are trying to seize the ship. Practice your sword-swinging on these graceless rats—they aren't that sharp, so you have plenty of time to figure out proper balance and attack techniques.



Think you are a captain, now? Grab the wheel and steer your cannons into the face of the enemy.

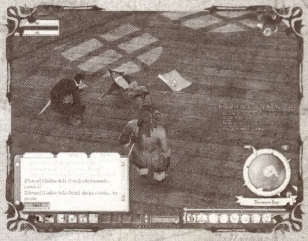
Next up, you learn the basics of ship sailing and combat. Get used to the controls, especially the ring around your ship. Red indicates from which direction the wind blows; for maximum speed on most ships, position the aft of your ship in the red. If you're pointing in the green, you're sailing in the right direction. Practice swinging your ship's firing arc to line up with the enemy ship by sailing to the port (left) or starboard (right) side, depending on where the enemy sails. It takes two or three cannon blasts to sink the enemy. Between blasts, notice how long the guns take to reload; during that time, always position yourself for the next best shot.

Rendezvous with the captain's ship. Enter the captain's cabin. Alas, you cannot save the captain, but he hands over a mysterious map that leads to future adventures.



Sail over to the captain's ship to check on your ally.

Exit the captain's cabin and return to your ship. Don't forget to claim your loot before pressing the "exit encounter" button. This ends your tutorial training; now you have the basics under your belt.



Secure the mysterious map before you sail to grander adventures.

Main
Group
Logs
You recover 1 doubloons from the body.
You recover 1 doubloons from the body.
You recover 2 doubloons from the body.
You recover 2 doubloons from the body.
You recover 2 doubloons from the body.
Marsh Harbour

At last, you have reached your home port. Congratulations, captain…now go find yourself a worthy ship and crew.

Later, when you are safe at port, search out a swashbuckler trainer to learn skills and tricks to aid your future hand-to-hand squabbles, or speak with your career trainer to start gaining all-important career skills. Your home port also offers a host of missions and has loads of local patrons to talk to. You can safely adventure here in your lower levels until you're ready to sail the open seas.

Adventuring on the High Seas

The creak of the cabin boards and the uneasy rock of your hammock wake you before your first mate's shouts abovedeck. Without belt or bandana, you roll out of bed and grab the lantern swinging on its peg. Three steps and you're climbing the steep stairs up to the captain's door. Shadows from the oily lantern jump ahead, only to be lost once you push open the door to the wheel deck.

A predawn mist swallows the ship as the shapes of your crew hurry in and out of focus. Amidst the ghostly theater, you hear cursing, smell ozone and gunpowder, and taste the fear in the air. It's like a deathly storm has descended.

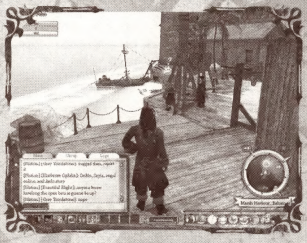
Before you can cry out your first order, you see the massive hull sliding out of the fog like a behemoth guarding the very gates of hell. It rises out of the sea, and dozens of square holes—like black, fathomless eyes—stare down at the men frozen along your starboard side. You pull your gaze away long enough to notice the Union Jack sails and wonder if your skull and crossbones will be the last sight you see….

Cruise the Caribbean for booty and adventure.

Welcome to the Caribbean Sea, circa 1720. It's a time of prosperity for wealthy merchants who know the trade routes, and it's a time of piracy for those who plunder from others or who are unfortunate enough to fall under the shadow of a dark frigate. With more than 150 ships to sail, you will quickly find yourself immersed in the stories of the friendly—and dastardly—patrons of these exotic times.

Yer First Port

After the opening tutorial, you will appear on your home port's pier. Familiarize yourself with the people and places around town. Though each port has a distinct look and layout, certain key NPCs are universal to all ports. Once you learn these staples, you cut down on time wasted needlessly running around the port.



Most of your key NPCs hang out on the dock.

Harbor Master

When you want stats and inventory on any of your ships, seek out the harbor master. Before you buy or scuttle (sink) any of your ships, review and compare at the harbor master. If you want to travel quickly, the harbor master allows you to hop from one of your ships to another, which is useful when you have ships set up in different ports and want to move from port to port with the click of a button.

Longboat Coxswain

Check with this fellow for your sea-based missions and for access to the open sea. When you're ready to sail the Caribbean, exit via the longboat coxswain and journey out in search of missions on the Caribbean.

Mission Buildings

When you want your next mission, don't just look for the folks walking around the port; look inside as well. It may be a magistrate's office, company office, black market, church, tavern, or another important place in the port. All these buildings will offer missions, so check any door that you can enter. Your main missions will probably issue from one of these places.

The Shop

If you have an itch to spend some doubloons, head to the shop. Inside is the auctioneer, who allows you to buy and sell on the trade market; the civilian ship deed trader, who sells standard ships; and the junk merchant, who gives you a small fee for disposing of your unwanted goods. You may also find a society registrar, who enrolls you in a society, and a tailor, who can work you up a new outfit.

Town Crier

This is your friend when you first begin the game. He will answer early mission questions such as "How do I start a fight?" or "Where do I get a new ship?" or "Does this town have a decent tavern?" Think of him as an extension of the game manual.

Trainers

Whenever you want a new skill, search out the local trainer. Your career trainers (Freetrader, Naval Officer, Privateer, and Pirate) increase your captain skills, while Dirty Fighting, Fencing, and Florentine trainers hone your hand-to-hand combat skills. On each trip to a new port, stop by your trainers if you have gained any levels since your last visit.

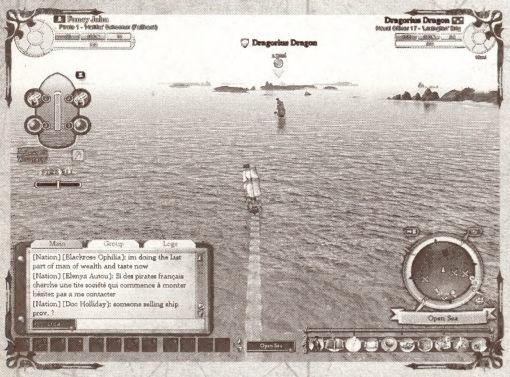
Inventory

As a captain traversing the seas, you will gain items, goods, and treasures. You can track your smaller items on your personal inventory window; larger quantity items end up in the hold of whatever ship you currently control. View your personal inventory and current ship hold by clicking on the Inventory [I] button.

A quick look in a ship's inventory will tell you if you need to stockpile any more resources.

You may need to decide what resources to bring to the next port, which equipment to arm yourself with for the next battle, or even how to outfit one of your ships with defensive consumables. Just remember that you can load items only into your current ship hold; once your ship hold fills up, or if you plan on bringing only certain wares on your next port run, then you must switch to a second ship and use its hold space.

General Tips an' Advice



To stay alive, you must learn as much about ship combat and swashbuckling as possible.

There is so much to do and explore that you might think you need a personal advisor. Consider yourself lucky! The following tips will guide you through the trials and tribulations of a young captain.

Ship Experience

After you finish the goals in an instance, stick around and fight/destroy any remaining ships, if possible. It's more experience and more loot, and if you get in trouble, you can always leave the instance immediately, making it safer than regular combat.

Battle Stations

In a multiple-ship fight, use the small map in the compass to change targets on either side of the ship. This allows you to do the most DPS (damage per second) to as many ships as possible.

When attacking a port or fort, the "range of 40" rule still applies. You must be within 40 yards of the fort to start the boarding instance, and you cannot be moving.

Ammo Alert

Keep track of the ammo that is shot. Each gun shoots one cannon blast every time you light the fuse. So, for example, if a ship has 11 guns on a side, then you fire 11 chain shot (if that's the loaded shot) every time you fire.

Load your rounds into the Ability bar to change out all the guns on the ship at once, or right-click each gun to change them out one at a time.

In an instance, shoot langridge to reduce the enemy crew. For an easy victory, place your ship in front of theirs to stop their movement and board when you have at least twice as many crew.

Shot Selection

Carry some of each kind of shot: round, dismantling, and anti-personnel. You'll likely be using the round shot quite a bit, but there are also times when knocking out a sail or clearing the enemy decks is useful.

Swift Travel

Follow the currents on the open sea to move around quickly. For faster travel from port to port or to rendezvous with your society members for some PvP action, keep a ship on each side of the world to reduce travel times.

Swashbucklin'

Swashbuckling is key. Learn how. Practice often! As soon as you find a trainer of your style, buy a better weapon. They're cheap, and the starting weapon can use improvement.

Save Yer Money!

When first starting out, you'll be tempted to buy new ships, equipment, and other goodies—but don't. Save everything you get (unless you need to buy ammo) until you reach Level 10 or so. Then buy a few upgrades or a ship, if necessary. You should be thinking about a player-built ship around Level 20 or so. Definitely by Level 30.

Ships

Decide to outrace or outgun your opponents' ships.

You aren't a captain without a ship. From your first ship, the Halifax Schooner, to a magnificent specimen like the Mordaunt Fourth Rate, the vessels under your command come in many shapes, sizes, and proficiencies. Before you rush out and buy a new ship, pay attention to the advantages and disadvantages of each.

A ship's level determines how experienced you must be before you can captain it. Its Durability represents how much punishment the ship can withstand before you lose it permanently. Civilian ships, for example, have a Durability score of one, which means they sink after a single loss in combat. However, the Hornet Gunboat has a Durability of 50, so you won't see pieces of it at the bottom of the ocean any time soon.

Speed, Acceleration, and Turning represent a vessel's movement scores and play a huge part in your sailing experience, whether you simply want to cruise across the Caribbean on trading runs or wish to partake in PvP battles against your nation's enemies. The higher the values for these scores, the better.

Capacity shows you how much the ship's hold can stash. Large galleons might hold up to 2,000 units, while the smallest vessels hold next to nothing. In general, crew size grows with capacity and ship size, though you'll want to check when comparing two similarly classed ships. Crew size is particularly important if you plan on boarding other ships, as you pit your crew against your opponent's in a boarding attempt.

A ship's Integrity represents how much protection covers its various sides: hull, port, starboard, bow, stern, and sails. The higher the value, the tougher the protection and the longer you will last in combat. Your port, starboard, bow, and stern Integrity serve as "armor" for your ship—once a ship penetrates through one of those sides, damage then occurs to your hull, and if the hull breaks, you sink. Make sure you're happy with the Integrity of your sails too—a frequent combat tactic is to destroy the sails, leaving a ship dead in the water to be picked off at your enemy's leisure.

Unless you want your ship to be a trading vessel only, its Firepower will be a critical factor. Ships can be armed with swivel cannons, as well as guns on the top deck, gundeck, upper deck, middeck, aft section, and fore section. Always compare the damage potential, reload rating, and range for any ships that you're thinking of purchasing.

Each ship has nine slots for upgrades, two each for sails, cannons, and hulls, and three slots for general upgrade. Items such as a Dutch oven will provide a captain with a slight increase to crew regeneration, while others will toughen your defense. Each ship size has a corresponding upgrade. For example, a small hull upgrade will not work on a huge ship.

Player-made ships are always better than comparable ship-vendor ships. The problem is, as you level, you will discover that your old vessels simply don't have the armor and firepower to stand up to higher-level ones. Eventually, you will need and want to get a better ship, even if it was a good one when you got it. Here's a very handy trick for getting a "free" upgrade. First make sure that you've cleaned out your hold and have only one ship in the docks (the one you're sailing). Then sail out to do battle and allow the enemy to blow your dear old boat to matchsticks. Although it will be a sad end to an old friend, you will pop up fresh as a daisy on the nearest friendly docks, in possession of a brand-new shiny ship that should be much closer to your level.

However, this may occasionally backfire. You don't get to choose the ship you're offered. For example, as a Privateer, if you wind up at the helm of a cumbersome old galleon, you may not be too happy. This particular problem will be more commonplace at high levels. At low levels, with the very narrow range of ships available to you, you can guess what nifty new vessel you'll wind up with by visiting the local shops and checking out what levels you can get them at. Once you reach Level 25 or so, the old "sink me" trick quickly loses its charm.

You can buy the majority of ships; however, some ships are restricted to certain careers. The ships in your career have been built to take advantage of your career specialties—for example, a Freetrader ship may reach high cruising speed with a large cargo hold to carry goods—so save up your doubloons to buy one as soon as possible. Look forward to one of the following career-specific ships when you reach the appropriate level.

Yer First Freetrader Ship: Limburg Flute

Though below average in many aspects such as Speed and Firepower, the Limburg Flute provides a big upgrade in capacity. A Freetrader, after all, wants to carry as much cargo per run as possible, and this ship delivers in that regard. You will make more profit with the Limburg Flute; just stay away from enemy ships.

Yer First Naval Officer Ship: Lancer Naval Cutter

This ship handles beautifully. Its above-average speed and exceptional maneuverability enable the Lancer Naval Cutter to run rings around most other ships. The small crew isn't set up to make boarding attempts against enemies, and the Lancer's Integrity and Firepower could be better, but it's a fine early fighting ship as long as you don't go up against a ship with significantly better damage or longer range.

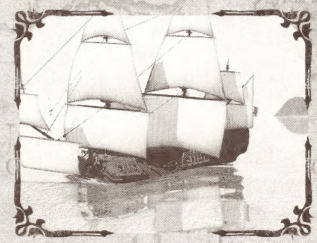
Yer First Privateer Ship: Expedition Packet-Boat

It's a Privateer's dream cruising ship with its superior speed and maneuverability. It falls a bit below average on Integrity but has a good set of gunnery. You will be very happy when you eventually secure enough doubloons to make this ship a reality.

Yer First Pirate Ship: What Ye Can Steal

Pirates don't buy anything if they can help it; they seize and steal the best vessel they can find. Once you master maneuverability, career skills, and combat tactics, venture forth into the open sea and hunt for an upgrade to your current ship.

Ship Combat



Out on the waves with your rudder and cannons, you have many maneuvers and tactics to pursue. Here are a few of the tried-and-true combat maneuvers to take down your opponents.

Certain ship maneuvers will undermine an attack.

Hit-an'-Run

One of your most powerful weapons is speed. Use it wisely and you will have many victories and will live to tell the tale. Rely on your speed to outrun your foes. Use it to turn quickly and do circles around your prey. With speed, you may easily fire from port side, then quickly turn and switch to starboard side. You can use your speed to do a hit-and-run tactic, staying just out of range of your enemy's cannons as you race past it.

Don't be afraid to use your consumables! These have a long cooldown period, so it's better to use them early in the fight, repairing your sails or armor. If the fight lasts a while, you might get to use them again.

Armorwise, ships are the weakest on the bow and stern. Firing into a ship's sides is the guaranteed slowest way to destroy them. Of course, boarding a ship and killing their captain is the fastest way to win, and you might end up being able to salvage the ship!

Cannons do more damage up close than far away. Of course, that goes both ways. The closer you are to your opponent, the more damage you'll both do to each other. So stay in front or behind your opponent when you can to keep him from firing a broadside at you. Beware of larger ships, however. They often have front- or rear-mounted guns, and they can hurt up close!

Figure Eight

With speed and quick turns, a favorite move is called the "Figure Eight." By picking one side of your opponent—either the port or starboard side—concentrate your firepower on that side. To do this, sail your ship in a figure eight alongside the enemy so you maximize your firepower. Use both sides of your cannons as you fire from one side and reload from the other.

T-Bone

If you're faster and more maneuverable than your opponent, slide directly in front of him, letting him hit your broadside; then fire a salvo of antipersonnel shot into him and grapple! The T-Bone will stop him cold, and the salvo will reduce his crew so you can take him on deck. Remember, though, if his ship is much bigger than yours, he'll just knock you aside. Be ready with those grapples!

Grapeshot Boarding

Load up on grapeshot, then come up close to your enemy. Fire away with your grapeshot, then use grapple and board the enemy ship. With enough damage from your grapeshot, you should have demoralized or injured a good portion of the crew to give you the advantage when fighting on board. Once on board, locate the ship captain, fire away with your pistol, then finish off the captain with your sword.

To ensure that you win a boarding engagement, have at least twice the number of crew members than your opponent. Once a boarding engagement starts, it will run until one captain or the other lies on the deck in a pool of their own blood. During a battle, the Surrender function provides an opponent a dignified chance to sail away after making proper restitution.

Dismantling

If you're fighting a group or trying to defend a few ships, consider firing a dismantling shot at a few of your opponents. Once their sails are gone, deal with the other ships and come back to destroy the lame ducks at your leisure. Even getting them down to half their sail durability will slow them down greatly and will play havoc with their maneuverability. A word of warning, though: no sails doesn't mean no guns! Stay out of range of their cannons.

Wind

The clouds on the map ring provide the player with a visual indication of which direction the wind is blowing. If you turn into the wind, the ship will stall and you will achieve about 25 percent of your max speed. This can be both advantageous or death in a fight with other players. If you catch a current on the open sea, you can achieve a speed increase of approximately 50 percent. This will get your ship to the port or fight much quicker. Look for the indicators under the sea as you travel.

With the wind blowing into your sails; you'll slow to a crawl.

Missions

Green exclamation points signify a new mission for you.

To level up, you need experience, and the best kinds of experience come from missions. As you walk around a port, speak with everyone who has a green exclamation mark floating over his or her head. You will hear their stories and will be invited to partake in them—whether it's helping defeat some Pirates for a revenge-minded bartender, reuniting two long-lost lovers, running errands for the local magistrate, and a thousand other missions. To follow up on your many ongoing stories, click on the Missions button, or press M.

When on the open sea, you can click on distant ships to view their type, level, and nationality. The number in parentheses shows the amount of ships in the particular fleet. Ships appearing in red indicate they are aggressive, yellow is neutral, and green is friendly.

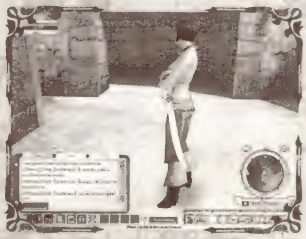
If you run across an escort mission where enemy vessels keep spawning as you escort friendly ships, it might be good to leave that mission unfinished and come back later. When you are higher level, you can go back to the town where that mission is and spend time in battle with an endless supply of "weak" lower-level enemies. After a single good broadside, they will often surrender.

It is always preferable to get the enemy to surrender, rather than sinking them, because you will get far more gold and loot. An hour spent seizing or sinking dozens of enemy vessels (even little ones!) will gain you a lot of gold, ammunition, and probably a few choice books or upgrades for your ship or person. While using this tactic, it is important to use basic round shot, or you will be wasting your precious ammunition reserves in the process.

For a breakdown on the most important missions in the game, flip to the Missions chapter.

Swashbuckling

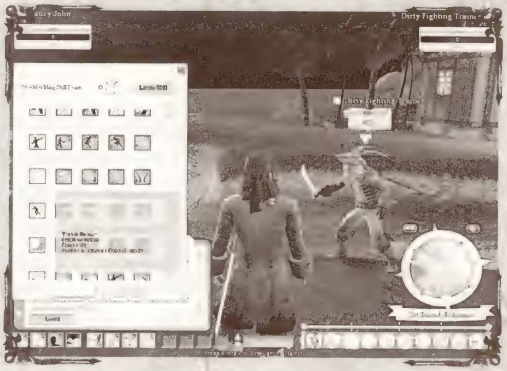
Your personal hand-to-hand skills fall into three categories: Dirty Fighting, Fencing, and Florentine. Each has its pros and cons, so it is up your preference. Here are a few tips that can apply no matter what school you follow, or you can turn to the Swashbuckling chapter for more info.



Pull out a sword to begin a little swashbuckling in port.

- Learn guns. They're fun and easy. Start a fight with a bang! Use your yellow attacks. They're good for putting your opponent off balance and often give you Initiative.
- If you're with a buddy, one of you should be using only yellow attacks. Continue knocking your buddy's opponents off balance, then let him skewer them.
- Find a defensive style that suits you and stick with it. While it's good to have parry, block, and dodge, you'll be better off focusing on only one.
- Don't forget that your active defensive skills are great for staying alive while waiting for that wave of reinforcements.
- Don't wait until the last second to call your reinforcements. If you're seriously outnumbered (three to one or better), call 'em, even if you have a few men left. Move toward your own spawn point, then call!

Guns



To give your hand-to-hand combat some range, invest in a pistol and the corresponding skills.

Guns are the single most powerful weapon you may carry. They are extremely useful during land escapades and most especially during on-board ship battles. With proper skill training in guns, you may become fearsome during on-board sea battles. Fighting the enemy ship captain with a pistol in hand is a scary sight to behold. So, concentrate on your gun skills and always pack a pistol. Your blade might be sharp, but a sharp shooter can kill from afar.

Societies

A society will be your friends and allies for missions and PvP play.

Think of a society as a group of allies joined together under a common name and purpose. That purpose could be to set up a place to hang out and chat with friends, to gather together to help each other on missions, to organize large parties for PvP action—or perhaps all of the above. You can start your own society by saving 1,000 doubloons and talking to a society registrar at a local shop, or someone could ask you to join their society.

When a society recruits you, or if you choose to start one, the society leader and his officers will generally set forth the society charter, which explains any rules, regulations, and responsibilities of its members. Most societies will accept you happily, unless you don't meet the requirement for some reason (for example, a society may only be looking for high-level members to exclusively PvP). You can also only join a society that belongs to the same nation as yourself.

Player vs. Player

A massive battle will involve ships from multiple nations.

Sinking enemy shipping vessels near ports is helpful in the PvP process, because it will gain you points that will allow you to either defend or to attack and conquer ports. There are a limited number of ships allowed into the fight for a contested port, and only people with the most points in that area will be invited to the battle. Every ship you sink or cause to surrender means more experience, gold, and loot for you, so don't hesitate to take out targets of opportunity while sailing around. For more on PvP, turn to Player vs. Player (PvP) chapter.

Defeat an' Destruction

Failure in a mission never results in too harsh of a penalty.

You never really die. If you are defeated in hand-to-hand combat, your mission fails and you end up back in port. Lose in ship combat and your ship drops a Durability point. If a ship falls to zero Durability, it is destroyed and you must buy a new one (or suffer through the automatic replacement ship that you gain when you lose your original ship). It's best to stay clear of all that destruction to prosper that much more.

Ships

Ah, open your senses: the taste of saltwater spray. The familiar *wap* of canvas snapping in the wind. The hazy green ridges of land beyond the distant waves. How can any landlubber be made to understand the thrill of sailing the open seas? It's something you're born with.

Many strange ports await you—just keep an eye on the locals.

You may have seen quite a few of these beauties in your travels to foreign ports. Your luck may have left you stranded on a Desperation Raft or a Trusty Longboat, but hopefully you're a better sailor than that. Scuttle those wrecks as soon as you grub enough doubloons to afford something with a bit more class—like the Dolphyn Ketch, Mediator Cutter, or the Halifax Mastercraft Schooner.

Once you earn enough lumps as a captain to fill those coffers, you will be in need of a quality, midlevel ship. At Level 20, Freetraders may plunk down doubloons for a Dromedary Indiaman and its vast hold, or possibly the larger Santiago Galleon at Level 29. Privateers rely on vessels such as the Arrow Privateer Frigate at Level 29 and the Discovery Privateer Frigate at Level 37. If you find yourself in the service of your country, Naval Officers can harbor the Falcon Naval Frigate at Level 29 or the Gallant Naval Frigate at Level 38. Of course, you can always buy the ships available to all captains, and those scallywags the Pirates may find it simpler to steal a ship rather than spend doubloons on a vessel like the Reaper's Grasp Refit Bark at Level 29 or the Cursed Blade Refit Frigate at Level 50.

The most experienced captains—by this point, no doubt with enough gold, silver, and diamonds to buy their own islands—should look to other players for their top-of-the-line ships. You will see only common deeds in the hands of the port merchants.

Treat your ship as favorably as a lover and the vessel will take you far.

To board an enemy vessel, you will have to unsheathe your steel.

In the following pages, you will discover the secrets of the many ships sailing the Burning Sea. Aye, a keen eye can compare ships to find the perfect vessel for a captain's most pressing needs—look at dimensions and the number of cannonballs, as well as speed, maneuverability, crew, hull space, and even sail integrity. Take a moment to read through this treasure trove of ship secrets. Knowing your enemy is half the battle.

Ships by Level

SHIP	LEVEL
Breton Chasse-Maree	1
Currituck Periauger	1
Dauntless Rowboat	1
Desperation Raft	1
Halifax Schooner (Fallback)	1
Hiorten Galeas	1
Hornet Gunboat	1
La Belle Light Corvette (Fallback)	1
Medway Longboat	1
Otter Skuda (Fallback)	1
St. Anne Schooner	1
Trusty Longboat	1
Zuiderzee Yacht	1
Chaleur Schooner	4
La Belle Light Corvette (Civilian)	4
Otter Skuda (Civilian)	4
Renard Chasse-Maree	4
Chaleur Schooner (Civilian)	5
Halifax Schooner	5
La Belle Light Corvette	5
Otter Skuda	5
Jamaica Sloop	6
Dolphyn Ketch	7
Jamaica Sloop (Civilian)	7
Bermuda Sloop	8
La Belle Heavy Corvette	8
Bermuda Sloop (Civilian)	9
Dolphyn Ketch (Civilian)	9
Bermuda Sloop (Fallback)	12
Dolphyn Heavy Ketch	12
Dolphyn Ketch (Fallback)	12
La Belle Mastercraft Corvette	12
Mediator Cutter	12
Van Hoorn Snow	12
Curieuse Snow	13
Mediator Cutter (Civilian)	13
Cruizer Snow	14
Halifax Mastercraft Schooner	14
Limburg Flute	14
Mediator Heavy Cutter	14
Curieuse Heavy Snow	15
Curieuse Snow (Civilian)	15
Hermes Packet-Boat	15
Bermuda Trader's Sloop	16
Corsair Xebec	16
Corsair Xebec (Civilian)	16
Curieuse Trader's Snow	16
Fallen Refit Snow	16

SHIP	LEVEL
Lancer Naval Cutter	16
Limburg Flute (Civilian)	16
Mediator Cutter (Fallback)	16
Bermuda Mastercraft Sloop	17
Hermes Packet-Boat (Civilian)	17
Lexington Brig	17
Lexington Stripped Brig	17
Locust Corvette	17
Corsair Xebec (Fallback)	18
Curieuse Snow (Fallback)	18
Expedition Privateer Packet-Boat	18
Limburg Trader's Flute	18
Locust Corvette (Civilian)	18
Atlas Bark	19
Corsair Sleek Xebec	19
Hermes Sleek Packet-Boat	19
Dromedary Indiaman	20
Hermes Packet-Boat (Fallback)	20
Lexington Brig (Civilian)	20
Locust Sleek Corvette	20
Mediator Mastercraft Cutter	21
Postillionen Frigate	21
Corsair Mastercraft Xebec	22
Lexington Brig (Fallback)	22
Locust Corvette (Fallback)	22
Atlas Bark (Civilian)	23
Dromedary Indiaman (Civilian)	23
Hermes Mastercraft Packet-Boat	23
Cerberus Courier Frigate	24
Lexington Mastercraft Brig	24
Locust Mastercraft Corvette	24
Agamemnon Bark	25
Algiers Refit Polacre	25
Mystique Polacre	26
Cerberus Frigate	27
Santiago Galleon	27
Stralsund Frigate	27
Stralsund Stripped Frigate	27
Cerberus Frigate (Civilian)	28
Raa Courier Frigate	28

SHIP	LEVEL
Arrow Privateer Frigate	29
Falcon Naval Frigate	29
Reaper's Grasp Refit Bark	29
Cerberus Heavy Frigate	30
Mignone Stripped Indiaman	30
Stralsund Frigate (Civilian)	30
Raa Frigate	32
Santiago Galleon (Civilian)	32
Stralsund Mastercraft Frigate	33
Arcadia Xebec	34
Capricieux Courier Frigate	34
Cerberus Mastercraft Frigate	34
Raa Heavy Frigate	34
Raa Frigate (Civilian)	36
Raa Sleek Frigate	36
Santiago Trader's Galleon	36
Defiant Frigate	37
Defiant Stripped Frigate	37
Discovery Frigate	37
Mignone Indiaman	37
Myrmidon Frigate	37
Capricieux Frigate	38
Gallant Naval Frigate	38
Neptune's Disgrace Refit Galleon	38
Raa Mastercraft Frigate	39
Defiant Sleek Frigate	40
San Mateo Stripped Galleon	40
Capricieux Frigate (Civilian)	41
Defiant Frigate (Civilian)	41
Myrmidon Frigate (Civilian)	41
Myrmidon Heavy Frigate	41
Sultan Flute	41
Capricieux Heavy Frigate	42
Deliverance Frigate	43
Mignone Indiaman (Civilian)	43
Triton Interceptor Frigate	43
Oliphant Indiaman	44
Conquistador Frigate	45
Mignone Mastercraft Indiaman	45
Defiant Mastercraft Frigate	46

SHIP	LEVEL
Myrmidon Mastercraft Frigate	46
Tigre Frigate	48
Abaddon's Will Refit Galleon	50
Achilles Privateer Frigate	50
Alexander Fourth Rate	50
Capricieux Mastercraft Frigate	50
Conquistador Sleek Frigate	50
Couronne Galleon	50
Cursed Blade Refit Frigate	50
Deliverance Heavy Frigate	50
Destroyer Frigate	50
Destroyer Pirate Frigate	50
Hercules Frigate	50
Hercules Heavy Frigate	50
Hercules Mastercraft Frigate	50
Hercules Pirate Frigate	50
Hercules Sleek Frigate	50
Intrepid Privateer Frigate	50
Invincible First Rate	50
Mercy Naval Frigate	50
Mignone Privateer Indiaman	50
Mordaunt Fouth Rate	50
Mordaunt Sleek Fourth Rate	50
Oliphant Heavy Indiaman	50
Oliphant Mastercraft Indiaman	50
Prince First Rate	50
Reason Naval Fourth Rate	50
San Mateo Galleon	50
San Mateo Heavy Galleon	50
San Mateo Trader's Galleon	50
Tigre Heavy Frigate	50
Tigre Mastercraft Frigate	50
Tigre Sleek Frigate	50
Trinity Second Rate	50
Triumphant Second Rate	50
Valiant Third Rate	50
Wenden Third Rate	50

Top 10 Fastest Ships

SHIP	LEVEL	SPEED
1. Abaddon's Will Refit Galleon	50	18
2. San Mateo Trader's Galleon	50	17.75
3. Couronne Galleon	50	17.5
4. Invincible First Rate	50	17.5
5. Prince First Rate	50	17.5
6. Hermes Sleek Packet-Boat	19	17.25
7. Santiago Trader's Galleon	36	17.25
8. Halifax Mastercraft Schooner	16	17
9. Lancer Naval Cutter	16	17
10. Triton Interceptor Frigate	43	17

Top 10 Maneuverable Ships

SHIP	LEVEL	TURNING
1. Halifax Mastercraft Schooner	16	20
2. Chaleur Schooner	4	18.5
3. Jamaica Sloop	6	14.85
4. La Belle Heavy Corvette	8	14.65
5. La Belle Light Corvette	5	14.65
6. La Belle Mastercraft Corvette	12	14.65
7. Bermuda Mastercraft Sloop	17	14
8. Bermuda Sloop	8	14
9. Bermuda Trader's Sloop	16	14
10. Otter Skuda	5	13.5

Tips from the Devs

Favorite ship? The Mastercraft Corsair Xebec. It's fast, maneuverable, and moves well against the wind; just the thing for sneaking up on smugglers, taking out their sails, and stealing—I mean confiscating—their loot.

—Jess "Admiral Elbow" Lebow

Top 10 Biggest Holds

SHIP	LEVEL	CAPACITY
1. San Mateo Trader's Galleon	50	2,250
2. Couronne Galleon	50	2,000
3. San Mateo Galleon	50	1,400
4. San Mateo Heavy Galleon	50	1,400
5. San Mateo Stripped Galleon	40	1,400
6. Sultan Flute	41	1,150
7. Oliphant Heavy Indiaman	50	1,000
8. Oliphant Indiaman	44	1,000
9. Oliphant Mastercraft Indiaman	45	1,000
10. Mignone Mastercraft Indiaman	45	950

Top 10 Highest Crew

SHIP	LEVEL	CREW
1. Invincible First Rate	50	825
2. Prince First Rate	50	800
3. Triumphant Second Rate	50	750
4. Wenden Third Rate	50	650
5. Valiant Third Rate	50	600
6. Alexander Fourth Rate	50	500
7. Mordaunt Sleek Fourth Rate	50	485
8. Reason Naval Fourth Rate	45	475
9. Mordaunt Fourth Rate	50	475
10. Deliverance Frigate	43	435

Top 10 Toughest Ships

SHIP	LEVEL	TOTAL ARMOR VALUE
1. Invincible First Rate	50	6,600
2. Prince First Rate	50	6,050
3. Triumphant Second Rate	50	5,665
4. Valiant Third Rate	50	5,335
5. Trinity Second Rate	50	5,225
6. Reason Naval Fourth Rate	50	5,082
7. Wenden Third Rate	50	5,060
8. Alexander Fourth Rate	50	4,950
9. Hurcules Heavy Frigate	50	4,909
10. Deliverance Heavy Frigate	50	4,840

Top 10 Firepower Ships

SHIP	LEVEL	SWIVELS: DAMAGE	TOPDECK: DAMAGE	GUNDECK: DAMAGE	AFT GUNS: DAMAGE	FORE GUNS: DAMAGE
1. Invincible First Rate	50	6	28/32 (Upper deck)/48 (Middeck)	60	56	32
2. Prince First Rate	50	6	30/32 (Upper deck)/46 (Middeck)	56	56	32
3. Triumphant Second Rate	50	6	24/29 (Upper deck)/38 (Middeck)	56	56	29
4. Trinity Second Rate	50	6	26/31 (Upper deck)/38 (Middeck)	44	52	32
5. Wenden Third Rate	50	6	27/32 (Upper deck)	44	52	32
6. Valiant Third Rate	50	6	26/33 (Upper deck)	42	52	32
7. Reason Naval Fourth Rate	50	6	27/31 (Upper deck)	42	38	32
8. Alexander Fourth Rate	50	6	26/30 (Upper deck)	40	38	32
9. Mordaunt Fourth Rate	50	6	24/29 (Upper deck)	38	38	32
10. Couronne Galleon	50	6	24/30 (Upper deck)	40	38	24

Abaddon's Will Refit Galleon

Level: 50
Career: Pirate
Durability: 2
Size: Huge
Speed: 18
Acceleration: 0.45
Turning (Fast): 9.2
Capacity: 500
Crew: 350
Integrity: Hull: 2,300
Integrity: Port: 1,400
Integrity: Starboard: 1,400
Integrity: Bow: 700
Integrity: Stern: 350
Integrity: Sails: 3,095
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20
Topdeck Range: 450
Gundeck: Damage: 32
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: 38
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: 29
Fore Guns: Reload: 27
Fore Guns: Range: 525
50 Guns

Pros: Good cargo Capacity; good crew rating; well armored; superior Firepower

Cons: Pirate-only ship; slow Acceleration; only available at high level

Achilles Privateer Frigate

Level: 50
Career: Privateer
Durability: 2
Size: Huge
Speed: 15.5
Acceleration: 1.75
Turning (Fast): 9.45
Capacity: 155
Crew: 380
Integrity: Hull: 2,100

Integrity: Port: 1,272
Integrity: Starboard: 1,272
Integrity: Bow: 636
Integrity: Stern: 318
Integrity: Sails: 2,340
Swivels: Damage: 6
Swivels: Reload: 7.3
Swivels: Range: 100
Topdeck: Damage: 27
Topdeck: Reload: 20

Topdeck Range: 475
Gundeck: Damage: 32
Gundeck: Reload: 31.8
Gundeck: Range: 575
Aft Guns: Damage: 32
Aft Guns: Reload: 31.8
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

40 Guns

Pros: Fast ship; good crew rating; well armored

Cons: Privateer-only ship; only available at high level

Agamemnon Bark

Level: 25
Career: Pirate
Durability: 4
Size: Large
Speed: 14.5
Acceleration: 1.6
Turning (Fast): 11.5
Capacity: 235
Crew: 285
Integrity: Hull: 1,100

Integrity: Port: 640
Integrity: Starboard: 640
Integrity: Bow: 320
Integrity: Stern: 160
Integrity: Sails: 1,400
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 25
Topdeck: Reload: 17

Topdeck Range: 400
Gundeck: Damage: 28
Gundeck: Reload: 24
Gundeck: Range: 500
Aft Guns: Damage: 32
Aft Guns: Reload: 35
Aft Guns: Range: 575
Fore Guns: Damage: 28
Fore Guns: Reload: 24
Fore Guns: Range: 500

26 Guns

Pros: Excellent Firepower; good Speed; good maneuverability

Cons: Pirate only; vulnerable armor

Alexander Fourth Rate

Level: 50
Career: Naval Officer
Durability: 5
Size: Colossal
Speed: 15.5
Acceleration: 0.68
Turning (Fast): 6.84
Capacity: 240
Crew: 500
Integrity: Hull: 2,400

Integrity: Port: 1,540
Integrity: Starboard: 1,540
Integrity: Bow: 770
Integrity: Stern: 385
Integrity: Sails: 2,500
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26/30 (Upperdeck)
Topdeck: Reload: 20/30 (Upperdeck)

Topdeck Range: 450/540 (Upperdeck)
Gundeck: Damage: 40
Gundeck: Reload: 50
Gundeck: Range: 635
Aft Guns: Damage: 38
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: 32
Fore Guns: Reload: 35
Fore Guns: Range: 575

54 Guns

Pros: Extremely fast; great crew rating; extremely well armored; superior Firepower

Cons: Naval Officer–only ship; poor Acceleration; only available at high level

Algiers Refit Polacre

Level: 25
Career: Any
Durability: 4
Size: Large
Speed: 16
Acceleration: 4.35
Turning (Fast): 11.84
Capacity: 155
Crew: 250
Integrity: Hull: 935

Integrity: Port: 560
Integrity: Starboard: 560
Integrity: Bow: 280
Integrity: Stern: 140
Integrity: Sails: 2,090
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 29
Topdeck: Reload: 27

Topdeck Range: 525
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

20 Guns

Pros: Good Acceleration and Turning; good Speed; good sail armor

Cons: Limited durability; limited firepower

Arcadia Xebec

Level: 34	Integrity: Port: 600	Topdeck Range: 525
Career: Any	Integrity: Starboard: 600	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 300	Gundeck: Reload: —
Size: Huge	Integrity: Stern: 150	Gundeck: Range: —
Speed: 15	Integrity: Sails: 1,640	Aft Guns: Damage: 26
Acceleration: 3.9	Swivels: Damage: 6	Aft Guns: Reload: 20
Turning (Fast): 11.48	Swivels: Reload: 8	Aft Guns: Range: 450
Capacity: 170	Swivels: Range: 100	Fore Guns: Damage: 32
Crew: 300	Topdeck: Damage: 29	Fore Guns: Reload: 35
Integrity: Hull: 1,000	Topdeck: Reload: 27	Fore Guns: Range: 575

26 Guns

Pros: Good Acceleration; aft guns

Cons: Below-average cargo Capacity; vulnerable armor

Arrow Privateer Frigate

Level: 29	Integrity: Port: 682	Topdeck Range: 525
Career: Privateer	Integrity: Starboard: 682	Gundeck: Damage: —
Durability: 2	Integrity: Bow: 341	Gundeck: Reload: —
Size: Large	Integrity: Stern: 171	Gundeck: Range: —
Speed: 14.5	Integrity: Sails: 1,800	Aft Guns: Damage: 32
Acceleration: 3.65	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 11.25	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: 29
Crew: 160	Topdeck: Damage: 29	Fore Guns: Reload: 27
Integrity: Hull: 1,056	Topdeck: Reload: 27	Fore Guns: Range: 525

24 Guns

Pros: Superior Firepower; good mid level ship

Cons: Privateer-only ship; reduced cargo space for a large ship

Atlas Bark

Level: 19	Integrity: Port: 760	Topdeck Range: 475
Career: Freetrader	Integrity: Starboard: 760	Gundeck: Damage: —
Durability: 26	Integrity: Bow: 380	Gundeck: Reload: —
Size: Large	Integrity: Stern: 190	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,750	Aft Guns: Damage: —
Acceleration: 0.78	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 8.1	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 720	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 120	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 1,400	Topdeck: Reload: 22	Fore Guns: Range: —

10 Guns

Pros: Great cargo Capacity; good hull protection

Cons: Freetrader-only ship; poor Turning ability; very slow

Atlas Bark (Civilian)

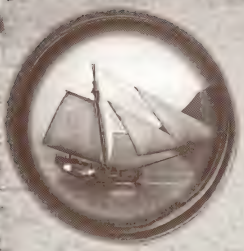
Level: 23	Integrity: Port: 722	Topdeck Range: 475
Career: Freetrader	Integrity: Starboard: 722	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 361	Gundeck: Reload: —
Size: Large	Integrity: Stern: 181	Gundeck: Range: —
Speed: 14.34	Integrity: Sails: 1,663	Aft Guns: Damage: —
Acceleration: 0.78	Swivels: Damage: 5.7	Aft Guns: Reload: —
Turning (Fast): 7.58	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 420	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 110	Topdeck: Damage: 25.7	Fore Guns: Reload: —
Integrity: Hull: 1,330	Topdeck: Reload: 22	Fore Guns: Range: —

10 Guns

Pros: Good cargo Capacity; good hull protection

Cons: Very slow; poor Turning ability; guns truly effective only up close

Bermuda Mastercraft Sloop



Level: 17	Integrity: Port: 475	Topdeck Range: 450	14 Guns
Career: Any	Integrity: Starboard: 475	Gundeck: Damage: —	
Durability: 18	Integrity: Bow: 238	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 119	Gundeck: Range: —	
Speed: 16.25	Integrity: Sails: 850	Aft Guns: Damage: —	
Acceleration: 4.95	Swivels: Damage: 6	Aft Guns: Reload: —	
Turning (Fast): 14	Swivels: Reload: 7.3	Aft Guns: Range: —	
Capacity: 145	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 90	Topdeck: Damage: 26	Fore Guns: Reload: —	
Integrity: Hull: 781	Topdeck: Reload: 18.2	Fore Guns: Range: —	

Pros: Extremely fast; good Acceleration; evasive

Cons: Limited Firepower; vulnerable armor; smaller crew

Bermuda Sloop

Level: 8	Integrity: Port: 380	Topdeck Range: 400	8 Guns
Career: Any	Integrity: Starboard: 380	Gundeck: Damage: —	
Durability: 28	Integrity: Bow: 190	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 95	Gundeck: Range: —	
Speed: 15.5	Integrity: Sails: 850	Aft Guns: Damage: —	
Acceleration: 4.65	Swivels: Damage: 6	Aft Guns: Reload: —	
Turning (Fast): 14	Swivels: Reload: 8	Aft Guns: Range: —	
Capacity: 145	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 75	Topdeck: Damage: 25	Fore Guns: Reload: —	
Integrity: Hull: 625	Topdeck: Reload: 17	Fore Guns: Range: —	

Pros: Fast ship; good Acceleration; available at low level

Cons: Below-average cargo Capacity; vulnerable armor

Bermuda Sloop (Civilian)

Level: 9	Integrity: Port: 361	Topdeck Range: 400	8 Guns
Career: Any	Integrity: Starboard: 361	Gundeck: Damage: —	
Durability: 1	Integrity: Bow: 181	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 90	Gundeck: Range: —	
Speed: 14.34	Integrity: Sails: 808	Aft Guns: Damage: —	
Acceleration: 4.65	Swivels: Damage: 5.7	Aft Guns: Reload: —	
Turning (Fast): 13.11	Swivels: Reload: 8	Aft Guns: Range: —	
Capacity: 145	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 69	Topdeck: Damage: 23.8	Fore Guns: Reload: —	
Integrity: Hull: 594	Topdeck: Reload: 17	Fore Guns: Range: —	

Pros: Good Acceleration; available at low level

Cons: Below-average cargo Capacity; vulnerable armor

Bermuda Sloop (Fallback)

Level: 12	Integrity: Port: 342	Topdeck Range: 400	8 Guns
Career: Any	Integrity: Starboard: 342	Gundeck: Damage: —	
Durability: 1	Integrity: Bow: 171	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 86	Gundeck: Range: —	
Speed: 15.5	Integrity: Sails: 765	Aft Guns: Damage: —	
Acceleration: 4.65	Swivels: Damage: 5.4	Aft Guns: Reload: —	
Turning (Fast): 14	Swivels: Reload: 8	Aft Guns: Range: —	
Capacity: 145	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 67	Topdeck: Damage: 22.5	Fore Guns: Reload: —	
Integrity: Hull: 563	Topdeck: Reload: 17	Fore Guns: Range: —	

Pros: Good Acceleration; available at low level

Cons: Below-average cargo Capacity; vulnerable armor

Bermuda Trader's Sloop

Level: 16	Integrity: Port: 475	Topdeck Range: 400
Career: Any	Integrity: Starboard: 475	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 238	Gundeck: Reload: —
Size: Small	Integrity: Stern: 119	Gundeck: Range: —
Speed: 16.5	Integrity: Sails: 1,063	Aft Guns: Damage: —
Acceleration: 4	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 14	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 220	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 65	Topdeck: Damage: 25	Fore Guns: Reload: —
Integrity: Hull: 781	Topdeck: Reload: 17	Fore Guns: Range: —

10 Guns

Pros: Excellent Speed; excellent maneuverability; good Capacity for the size

Cons: Vulnerable armor; limited Firepower

Breton Chasse-Marée

Level: 1	Integrity: Port: 245	Topdeck Range: —
Career: Any	Integrity: Starboard: 245	Gundeck: Damage: —
Durability: 38	Integrity: Bow: 120	Gundeck: Reload: —
Size: Small	Integrity: Stern: 60	Gundeck: Range: —
Speed: 14	Integrity: Sails: 1,025	Aft Guns: Damage: —
Acceleration: 3.34	Swivels: Damage: 3	Aft Guns: Reload: —
Turning (Fast): 23	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 30	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 20	Topdeck: Damage: —	Fore Guns: Reload: —
Integrity: Hull: 340	Topdeck: Reload: —	Fore Guns: Range: —

0 Guns

Pros: Great Turning ability; available at low level

Cons: Weak cargo Capacity; extremely vulnerable armor

Capricieux Courier Frigate

Level: 34	Integrity: Port: 931	Topdeck Range: 400
Career: Any	Integrity: Starboard: 931	Gundeck: Damage: 29
Durability: 10	Integrity: Bow: 466	Gundeck: Reload: 27
Size: Huge	Integrity: Stern: 233	Gundeck: Range: 525
Speed: 14.75	Integrity: Sails: 2,423	Aft Guns: Damage: —
Acceleration: 2.92	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 10.9	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 130	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 300	Topdeck: Damage: 25	Fore Guns: Reload: —
Integrity: Hull: 1,359	Topdeck: Reload: 17	Fore Guns: Range: —

30 Guns

Pros: Good crew rating; good Firepower; above-average armor rating

Cons: Only available in mid 30s; below-average Speed

Capricieux Frigate

Level: 38	Integrity: Port: 980	Topdeck Range: 450
Career: Any	Integrity: Starboard: 980	Gundeck: Damage: 32
Durability: 8	Integrity: Bow: 490	Gundeck: Reload: 35
Size: Huge	Integrity: Stern: 245	Gundeck: Range: 575
Speed: 14.5	Integrity: Sails: 2,850	Aft Guns: Damage: —
Acceleration: 2.68	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 9.9	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 120	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 300	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,430	Topdeck: Reload: 20	Fore Guns: Range: —

34 Guns

Pros: Good crew rating; good Firepower; above-average armor rating

Cons: Below-average Speed; no aft or fore cannons

Capricieux Frigate (Civilian)

Level: 41
Career: Any
Durability: 1
Size: Huge
Speed: 13.41
Acceleration: 2.68
Turning (Fast): 9.27
Capacity: 120
Crew: 276
Integrity: Hull: 1,359

Integrity: Port: 931
Integrity: Starboard: 931
Integrity: Bow: 466
Integrity: Stern: 233
Integrity: Sails: 2,708
Swivels: Damage: 5.7
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 24.7
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: 30.4
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

34 Guns

Pros: Good crew rating; good Firepower; above-average armor rating

Cons: Only available at high level; below-average Speed

Capricieux Heavy Frigate

Level: 42
Career: Any
Durability: 8
Size: Huge
Speed: 14.5
Acceleration: 2.68
Turning (Fast): 9.9
Capacity: 120
Crew: 300
Integrity: Hull: 1,788

Integrity: Port: 1,225
Integrity: Starboard: 1,225
Integrity: Bow: 613
Integrity: Stern: 306
Integrity: Sails: 3,135
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: 32
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

34 Guns

Pros: Good crew rating; good Firepower; strong sail strength

Cons: Only available at high level; below-average Turning ability

Capricieux Mastercraft Frigate

Level: 50
Career: Any
Durability: 7
Size: Huge
Speed: 14.75
Acceleration: 2.68
Turning (Fast): 9.9
Capacity: 120
Crew: 300
Integrity: Hull: 1,716

Integrity: Port: 1,225
Integrity: Starboard: 1,225
Integrity: Bow: 613
Integrity: Stern: 306
Integrity: Sails: 3,278
Swivels: Damage: 6
Swivels: Reload: 7.1
Swivels: Range: 100
Topdeck: Damage: 28
Topdeck: Reload: 21.4

Topdeck Range: 500
Gundeck: Damage: 33
Gundeck: Reload: 33
Gundeck: Range: 585
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

42 Guns

Pros: Good crew rating; good Firepower; strong sail strength; above-average turning rate for its class

Cons: Must be level 50 to captain

Cerberus Courier Frigate

Level: 24
Career: Any
Durability: 13
Size: Large
Speed: 15
Acceleration: 3.75
Turning (Fast): 11.5
Capacity: 120
Crew: 160
Integrity: Hull: 903

Integrity: Port: 589
Integrity: Starboard: 589
Integrity: Bow: 295
Integrity: Stern: 147
Integrity: Sails: 1,526
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 28
Topdeck: Reload: 24

Topdeck Range: 500
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

20 Guns

Pros: Good Speed; good Acceleration and maneuverability

Cons: Below-average cargo Capacity; vulnerable armor

Cerberus Frigate

22 Guns

Level: 27	Integrity: Port: 620	Topdeck Range: 525
Career: Any	Integrity: Starboard: 620	Gundeck: Damage: —
Durability: 12	Integrity: Bow: 310	Gundeck: Reload: —
Size: Large	Integrity: Stern: 155	Gundeck: Range: —
Speed: 14.5	Integrity: Sails: 1,800	Aft Guns: Damage: 32
Acceleration: 3.65	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 11.25	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: 29
Crew: 160	Topdeck: Damage: 29	Fore Guns: Reload: 27
Integrity: Hull: 960	Topdeck: Reload: 27	Fore Guns: Range: 525

Pros: Superior Firepower; solid ship for middle levels

Cons: Below-average cargo Capacity; vulnerable armor

Cerberus Frigate (Civilian)

22 Guns

Level: 28	Integrity: Port: 589	Topdeck Range: 525
Career: Any	Integrity: Starboard: 589	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 295	Gundeck: Reload: —
Size: Large	Integrity: Stern: 147	Gundeck: Range: —
Speed: 13.41	Integrity: Sails: 1,710	Aft Guns: Damage: 30.4
Acceleration: 3.65	Swivels: Damage: 5.7	Aft Guns: Reload: 35
Turning (Fast): 10.53	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: 27.6
Crew: 147	Topdeck: Damage: 27.6	Fore Guns: Reload: 27
Integrity: Hull: 912	Topdeck: Reload: 27	Fore Guns: Range: 525

Pros: Superior Firepower; solid ship for middle levels

Cons: Below-average cargo Capacity; vulnerable armor

Cerberus Heavy Frigate

22 Guns

Level: 30	Integrity: Port: 775	Topdeck Range: 525
Career: Any	Integrity: Starboard: 775	Gundeck: Damage: —
Durability: 11	Integrity: Bow: 388	Gundeck: Reload: —
Size: Large	Integrity: Stern: 194	Gundeck: Range: —
Speed: 14.5	Integrity: Sails: 1,800	Aft Guns: Damage: 32
Acceleration: 3.65	Swivels: Damage: 6	Aft Guns: Reload: 34
Turning (Fast): 11.25	Swivels: Reload: 7.8	Aft Guns: Range: 575
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: 29
Crew: 160	Topdeck: Damage: 29	Fore Guns: Reload: 26.2
Integrity: Hull: 1,200	Topdeck: Reload: 26.2	Fore Guns: Range: 525

Pros: Superior Firepower; solid ship for middle levels

Cons: Below-average cargo Capacity; slower reload on cannons

Cerberus Mastercraft Frigate

24 Guns

Level: 34	Integrity: Port: 729	Topdeck Range: 540
Career: Any	Integrity: Starboard: 729	Gundeck: Damage: —
Durability: 11	Integrity: Bow: 364	Gundeck: Reload: —
Size: Large	Integrity: Stern: 182	Gundeck: Range: —
Speed: 14.5	Integrity: Sails: 1,980	Aft Guns: Damage: 32
Acceleration: 3.65	Swivels: Damage: 6	Aft Guns: Reload: 31.1
Turning (Fast): 11.25	Swivels: Reload: 7.1	Aft Guns: Range: 575
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: 29
Crew: 160	Topdeck: Damage: 30	Fore Guns: Reload: 24
Integrity: Hull: 1,128	Topdeck: Reload: 26.7	Fore Guns: Range: 525

Pros: Decent Firepower; solid ship for middle levels

Cons: Below-average cargo Capacity; slower maneuverability

Chaleur Schooner

6 Guns

Level: 4	Integrity: Port: 348	Topdeck Range: 400
Career: Any	Integrity: Starboard: 348	Gundeck: Damage: —
Durability: 25	Integrity: Bow: 174	Gundeck: Reload: —
Size: Small	Integrity: Stern: 87	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 840	Aft Guns: Damage: —
Acceleration: 5.1	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 16.65	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 80	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 70	Topdeck: Damage: 25	Fore Guns: Reload: —
Integrity: Hull: 650	Topdeck: Reload: 17	Fore Guns: Range: —

Pros: Fast ship; great Acceleration; good Turning ability

Cons: Below-average cargo Capacity; vulnerable armor

Chaleur Schooner (Civilian)

6 Guns

Level: 5	Integrity: Port: 331	Topdeck Range: 400
Career: Any	Integrity: Starboard: 331	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 165	Gundeck: Reload: —
Size: Small	Integrity: Stern: 83	Gundeck: Range: —
Speed: 14.34	Integrity: Sails: 798	Aft Guns: Damage: —
Acceleration: 5.1	Swivels: Damage: 5.7	Aft Guns: Reload: —
Turning (Fast): 15.59	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 80	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 64	Topdeck: Damage: 23.8	Fore Guns: Reload: —
Integrity: Hull: 618	Topdeck: Reload: 17	Fore Guns: Range: —

Pros: Great Acceleration; good Turning ability; available at low level

Cons: Below-average cargo Capacity; vulnerable armor

Conquistador Frigate

36 Guns

Level: 45	Integrity: Port: 1,260	Topdeck Range: 500
Career: Any	Integrity: Starboard: 1,260	Gundeck: Damage: 34
Durability: 10	Integrity: Bow: 630	Gundeck: Reload: 41
Size: Huge	Integrity: Stern: 315	Gundeck: Range: 600
Speed: 15.25	Integrity: Sails: 2,500	Aft Guns: Damage: 36
Acceleration: 1.25	Swivels: Damage: 6	Aft Guns: Reload: 42
Turning (Fast): 9	Swivels: Reload: 8	Aft Guns: Range: 615
Capacity: 135	Swivels: Range: 100	Fore Guns: Damage: 36
Crew: 350	Topdeck: Damage: 28	Fore Guns: Reload: 42
Integrity: Hull: 2,000	Topdeck: Reload: 24	Fore Guns: Range: 615

Pros: Excellent speed; solid Firepower; above-average armor rating

Cons: Only available at high level; slow acceleration

Conquistador Sleek Frigate

36 Guns

Level: 50	Integrity: Port: 1,323	Topdeck Range: 500
Career: Any	Integrity: Starboard: 1,323	Gundeck: Damage: 34
Durability: 10	Integrity: Bow: 662	Gundeck: Reload: 37.3
Size: Huge	Integrity: Stern: 331	Gundeck: Range: 600
Speed: 16	Integrity: Sails: 2,500	Aft Guns: Damage: 36
Acceleration: 1.42	Swivels: Damage: 6	Aft Guns: Reload: 38.2
Turning (Fast): 9	Swivels: Reload: 7.3	Aft Guns: Range: 615
Capacity: 135	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 350	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 2,100	Topdeck: Reload: 21.8	Fore Guns: Range: —

Pros: Superior Speed; excellent Acceleration; good armor

Cons: Only available at max level; small Capacity for the size

Corsair Mastercraft Xebec

Level: 22
Career: Any
Durability: 5
Size: Medium
Speed: 15
Acceleration: 4.75
Turning (Fast): 12.38
Capacity: 90
Crew: 130
Integrity: Hull: 952

Integrity: Port: 440
Integrity: Starboard: 440
Integrity: Bow: 220
Integrity: Stern: 110
Integrity: Sails: 1,541
Swivels: Damage: 6
Swivels: Reload: 7.6
Swivels: Range: 100
Topdeck: Damage: 28
Topdeck: Reload: 22.9

Topdeck Range: 500
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: 29
Aft Guns: Reload: 25.7
Aft Guns: Range: 525
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

18 Guns

Pros: Excellent Speed; superior Acceleration; superior maneuverability; exceptional upwind speed

Cons: Limited Firepower; vulnerable armor

Corsair Sleek Xebec

Level: 19
Career: Any
Durability: 5
Size: Medium
Speed: 15.75
Acceleration: 4.75
Turning (Fast): 12.88
Capacity: 125
Crew: 115
Integrity: Hull: 811

Integrity: Port: 440
Integrity: Starboard: 440
Integrity: Bow: 220
Integrity: Stern: 110
Integrity: Sails: 1,541
Swivels: Damage: 6
Swivels: Reload: 7.3
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 18.2

Topdeck Range: 450
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: 29
Aft Guns: Reload: 24.5
Aft Guns: Range: 525
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Excellent Speed; superior Acceleration; superior maneuverability; exceptional upwind speed

Cons: Limited Firepower; vulnerable armor

Corsair Xebec

Level: 16
Career: Any
Durability: 5
Size: Medium
Speed: 15
Acceleration: 4.75
Turning (Fast): 12.88
Capacity: 90
Crew: 110
Integrity: Hull: 705

Integrity: Port: 400
Integrity: Starboard: 400
Integrity: Bow: 200
Integrity: Stern: 100
Integrity: Sails: 1,340
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: 29
Aft Guns: Reload: 27
Aft Guns: Range: 525
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Excellent Speed; superior Acceleration; superior maneuverability; exeception upwind speed

Cons: Limited Firepower; vulnerable armor

Corsair Xebec (Civilian)

Level: 16
Career: Any
Durability: 1
Size: Medium
Speed: 13.88
Acceleration: 4.75
Turning (Fast): 11.59
Capacity: 90
Crew: 101
Integrity: Hull: 670

Integrity: Port: 380
Integrity: Starboard: 380
Integrity: Bow: 190
Integrity: Stern: 95
Integrity: Sails: 1,273
Swivels: Damage: 5.7
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 24.7
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: 27.6
Aft Guns: Reload: 27
Aft Guns: Range: 525
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Good Speed; superior Acceleration; excellent maneuverability; exceptional upwind speed

Cons: Limited Firepower; vulnerable armor

Corsair Xebec (Fallback)

14 Guns

Level: 18	Integrity: Port: 360	Topdeck Range: 450
Career: Any	Integrity: Starboard: 360	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 180	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 90	Gundeck: Range: —
Speed: 15	Integrity: Sails: 1,206	Aft Guns: Damage: 26.1
Acceleration: 4.75	Swivels: Damage: 5.4	Aft Guns: Reload: 27
Turning (Fast): 12.38	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 90	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 99	Topdeck: Damage: 23.4	Fore Guns: Reload: —
Integrity: Hull: 635	Topdeck: Reload: 20	Fore Guns: Range: —

Pros: Good Acceleration; aft guns; exceptional upwind speed

Cons: Below-average cargo Capacity; vulnerable armor

Couronne Galleon

48 Guns

Level: 50	Integrity: Port: 1,720	Topdeck Range: 350/540 (Upperdeck)
Career: Freetrader	Integrity: Starboard: 1,720	Gundeck: Damage: 40
Durability: 12	Integrity: Bow: 860	Gundeck: Reload: 50
Size: Colossal	Integrity: Stern: 430	Gundeck: Range: 635
Speed: 17.5	Integrity: Sails: 4,110	Aft Guns: Damage: 38
Acceleration: 0.5	Swivels: Damage: 6	Aft Guns: Reload: 45
Turning (Fast): 8.1	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 2,000	Swivels: Range: 100	Fore Guns: Damage: 24
Crew: 425	Topdeck: Damage: 24/30 (Upperdeck)	Fore Guns: Reload: 15
Integrity: Hull: 2,925	Topdeck: Reload: 15/30 (Upperdeck)	Fore Guns: Range: 350

Pros: Great cargo Capacity; great crew rating; extremely well armored; superior Firepower; 8 bow and stern chasers

Cons: Freetrader-only ship; poor Acceleration; poor Turning ability

Cruizer Snow

16 Guns

Level: 14	Integrity: Port: 560	Topdeck Range: 450
Career: Any	Integrity: Starboard: 560	Gundeck: Damage: —
Durability: 14	Integrity: Bow: 280	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 140	Gundeck: Range: —
Speed: 14.75	Integrity: Sails: 1,050	Aft Guns: Damage: —
Acceleration: 1.87	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 12.25	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 130	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 105	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 975	Topdeck: Reload: 20	Fore Guns: Range: —

Pros: Excellent Speed; excellent maneuverability; good Capacity for the size

Cons: Limited Firepower; vulnerable armor

Curieuse Heavy Snow

14 Guns

Level: 15	Integrity: Port: 650	Topdeck Range: 475
Career: Any	Integrity: Starboard: 650	Gundeck: Damage: —
Durability: 14	Integrity: Bow: 325	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 163	Gundeck: Range: —
Speed: 14.75	Integrity: Sails: 1,056	Aft Guns: Damage: —
Acceleration: 2.1	Swivels: Damage: —	Aft Guns: Reload: —
Turning (Fast): 12.38	Swivels: Reload: —	Aft Guns: Range: —
Capacity: 195	Swivels: Range: —	Fore Guns: Damage: —
Crew: 120	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 1,100	Topdeck: Reload: 21	Fore Guns: Range: —

Pros: Excellent Speed; excellent maneuverability; good Capacity for the size

Cons: Limited Firepower; vulnerable armor

Curieuse Snow

Level: 13
Career: Any
Durability: 14
Size: Medium
Speed: 14.75
Acceleration: 2.1
Turning (Fast): 12.38
Capacity: 195
Crew: 120
Integrity: Hull: 800

Integrity: Port: 520
Integrity: Starboard: 520
Integrity: Bow: 260
Integrity: Stern: 130
Integrity: Sails: 960
Swivels: Damage: —
Swivels: Reload: —
Swivels: Range: —
Topdeck: Damage: 27
Topdeck: Reload: 22

Topdeck Range: 475
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Affordable medium-sized ship; good Turning ability

Cons: Below-average Speed; limited Firepower

Curieuse Snow (Civilian)

Level: 15
Career: Any
Durability: 1
Size: Medium
Speed: 13.64
Acceleration: 2.1
Turning (Fast): 11.59
Capacity: 125
Crew: 110
Integrity: Hull: 836

Integrity: Port: 494
Integrity: Starboard: 494
Integrity: Bow: 247
Integrity: Stern: 124
Integrity: Sails: 912
Swivels: Damage: —
Swivels: Reload: —
Swivels: Range: —
Topdeck: Damage: 25.7
Topdeck: Reload: 22

Topdeck Range: 475
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Affordable medium-sized ship; good Turning ability

Cons: Below-average cargo Capacity; no swivel guns

Curieuse Snow (Fallback)

Level: 18
Career: Any
Durability: 5
Size: Medium
Speed: 14.75
Acceleration: 2.1
Turning (Fast): 12.38
Capacity: 195
Crew: 108
Integrity: Hull: 792

Integrity: Port: 468
Integrity: Starboard: 468
Integrity: Bow: 234
Integrity: Stern: 117
Integrity: Sails: 864
Swivels: Damage: —
Swivels: Reload: —
Swivels: Range: —
Topdeck: Damage: 24.3
Topdeck: Reload: 22

Topdeck Range: 475
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Good Speed; good Turning ability; affordable medium-sized ship

Cons: Limited Firepower; vulnerable armor

Curieuse Trader's Snow

Level: 16
Career: Freetrader
Durability: 5
Size: Medium
Speed: 14.5
Acceleration: 2.1
Turning (Fast): 12.38
Capacity: 370
Crew: 120
Integrity: Hull: 968

Integrity: Port: 572
Integrity: Starboard: 572
Integrity: Bow: 286
Integrity: Stern: 143
Integrity: Sails: 1,200
Swivels: Damage: —
Swivels: Reload: —
Swivels: Range: —
Topdeck: Damage: 27
Topdeck: Reload: 22

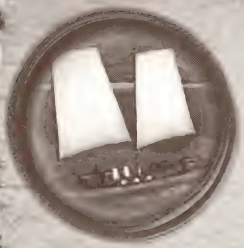
Topdeck Range: 475
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Superior Capacity for the size; good Speed; good Turning ability

Cons: Limited Firepower; vulnerable armor

Currituck Periauger



Level: 1
Career: Any
Durability: 50
Size: Small
Speed: 11.75
Acceleration: 5.9
Turning (Fast): 38
Capacity: 4
Crew: 10
Integrity: Hull: 260

Integrity: Port: 185
Integrity: Starboard: 185
Integrity: Bow: 90
Integrity: Stern: 45
Integrity: Sails: 770
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: —
Topdeck: Reload: —

Topdeck Range: —
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

0 Guns

Pros: Best Acceleration on the sea; best Turning; available at low level

Cons: Top Speed is slow; terrible cargo Capacity; extremely vulnerable armor

Cursed Blade Refit Frigate

Level: 50
Career: Pirate
Durability: 2
Size: Huge
Speed: 15.25
Acceleration: 1.5
Turning (Fast): 9.45
Capacity: 175
Crew: 430
Integrity: Hull: 2,188

Integrity: Port: 1,325
Integrity: Starboard: 1,325
Integrity: Bow: 663
Integrity: Stern: 331
Integrity: Sails: 2,340
Swivels: Damage: 6
Swivels: Reload: 7.4
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 18.6

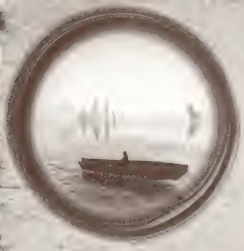
Topdeck Range: 450
Gundeck: Damage: 31
Gundeck: Reload: 29.8
Gundeck: Range: 560
Aft Guns: Damage: 32
Aft Guns: Reload: 32
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

42 Guns

Pros: Fast ship; great crew rating; well armored; quick reload

Cons: Pirate-only ship; slow Acceleration

Dauntless Rowboat



Level: 1
Career: Any
Durability: 1
Size: Small
Speed: 11.75
Acceleration: 3.01
Turning (Fast): 17
Capacity: 1
Crew: 3
Integrity: Hull: 65

Integrity: Port: 10
Integrity: Starboard: 10
Integrity: Bow: 10
Integrity: Stern: 10
Integrity: Sails: 0
Swivels: Damage: —
Swivels: Reload: —
Swivels: Range: —
Topdeck: Damage: —
Topdeck: Reload: —

Topdeck Range: —
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

0 Guns

Pros: Excellent maneuverability; available at low level

Cons: Emergency ship (not for combat)

Defiant Frigate

Level: 37
Career: Any
Durability: 8
Size: Huge
Speed: 16
Acceleration: 1.05
Turning (Fast): 9
Capacity: 150
Crew: 390
Integrity: Hull: 1,625

Integrity: Port: 1,040
Integrity: Starboard: 1,040
Integrity: Bow: 520
Integrity: Stern: 260
Integrity: Sails: 2,200
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 27
Topdeck: Reload: 22

Topdeck Range: 475
Gundeck: Damage: 34
Gundeck: Reload: 41
Gundeck: Range: 600
Aft Guns: Damage: 38
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

32 Guns

Pros: Very fast; good crew rating; long-range cannons

Cons: Slow Acceleration; long reload time

Defiant Frigate (Civilian)

Level: 41	Integrity: Port: 988	Topdeck Range: 475
Career: Any	Integrity: Starboard: 988	Gundeck: Damage: 32.3
Durability: 1	Integrity: Bow: 494	Gundeck: Reload: 41
Size: Huge	Integrity: Stern: 247	Gundeck: Range: 600
Speed: 14.8	Integrity: Sails: 2,090	Aft Guns: Damage: 36.1
Acceleration: 1.05	Swivels: Damage: 5.7	Aft Guns: Reload: 45
Turning (Fast): 8.43	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 150	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 358	Topdeck: Damage: 25.7	Fore Guns: Reload: —
Integrity: Hull: 1,544	Topdeck: Reload: 22	Fore Guns: Range: —

32 Guns

Pros: Good crew rating; long-range cannons; heavy Firepower **Cons:** Slow Acceleration; only available at high level

Defiant Mastercraft Frigate

Level: 46	Integrity: Port: 1,248	Topdeck Range: 500
Career: Any	Integrity: Starboard: 1,248	Gundeck: Damage: 36
Durability: 6	Integrity: Bow: 624	Gundeck: Reload: 38.2
Size: Huge	Integrity: Stern: 312	Gundeck: Range: 615
Speed: 16	Integrity: Sails: 2,585	Aft Guns: Damage: 38
Acceleration: 1.05	Swivels: Damage: 6	Aft Guns: Reload: 40.9
Turning (Fast): 9	Swivels: Reload: 7.3	Aft Guns: Range: 625
Capacity: 150	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 390	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 1,950	Topdeck: Reload: 21.8	Fore Guns: Range: —

38 Guns

Pros: Very fast; good crew rating; long-range cannons **Cons:** Slow Acceleration; only available at high level

Defiant Sleek Frigate

Level: 40	Integrity: Port: 1,118	Topdeck Range: 450
Career: Any	Integrity: Starboard: 1,118	Gundeck: Damage: 33
Durability: 8	Integrity: Bow: 559	Gundeck: Reload: 37
Size: Huge	Integrity: Stern: 280	Gundeck: Range: 585
Speed: 15.5	Integrity: Sails: 2,695	Aft Guns: Damage: 38
Acceleration: 1.2	Swivels: Damage: 6	Aft Guns: Reload: 45
Turning (Fast): 10	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 170	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 390	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,747	Topdeck: Reload: 20	Fore Guns: Range: —

32 Guns

Pros: Very fast; good crew rating; long-range cannons **Cons:** Slow Acceleration; only available at high level

Defiant Stripped Frigate

Level: 37	Integrity: Port: 1,040	Topdeck Range: —
Career: Any	Integrity: Starboard: 1,040	Gundeck: Damage: —
Durability: 8	Integrity: Bow: 520	Gundeck: Reload: —
Size: Huge	Integrity: Stern: 260	Gundeck: Range: —
Speed: 16	Integrity: Sails: 2,200	Aft Guns: Damage: —
Acceleration: 1.05	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 9	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 485	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 390	Topdeck: Damage: —	Fore Guns: Reload: —
Integrity: Hull: 1,625	Topdeck: Reload: —	Fore Guns: Range: —

0 Guns

Pros: Good Speed; good armor; excellent Capacity **Cons:** Limited Firepower (only swivel guns); slow Acceleration

Deliverance Frigate

Level: 43	Integrity: Port: 1,280	Topdeck Range: 525
Career: Any	Integrity: Starboard: 1,280	Gundeck: Damage: 36
Durability: 10	Integrity: Bow: 640	Gundeck: Reload: 42
Size: Huge	Integrity: Stern: 320	Gundeck: Range: 615
Speed: 15.5	Integrity: Sails: 2,725	Aft Guns: Damage: 38
Acceleration: 0.95	Swivels: Damage: 6	Aft Guns: Reload: 45
Turning (Fast): 10.35	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 135	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 435	Topdeck: Damage: 29	Fore Guns: Reload: —
Integrity: Hull: 1,900	Topdeck: Reload: 27	Fore Guns: Range: —

34 Guns

Pros: Serious Firepower; good Speed; good armor

Cons: Slow Acceleration; only available at high level

Deliverance Heavy Frigate

Level: 50	Integrity: Port: 1,760	Topdeck Range: 525
Career: Any	Integrity: Starboard: 1,760	Gundeck: Damage: 36
Durability: 10	Integrity: Bow: 880	Gundeck: Reload: 40
Size: Huge	Integrity: Stern: 440	Gundeck: Range: 615
Speed: 15.5	Integrity: Sails: 2,725	Aft Guns: Damage: 38
Acceleration: 0.95	Swivels: Damage: 6	Aft Guns: Reload: 42.9
Turning (Fast): 10.35	Swivels: Reload: 7.6	Aft Guns: Range: 625
Capacity: 135	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 435	Topdeck: Damage: 29	Fore Guns: Reload: —
Integrity: Hull: 1,900	Topdeck: Reload: 25.7	Fore Guns: Range: —

34 Guns

Pros: Serious Firepower; good Speed; good armor

Cons: Slow Acceleration; only available at high level

Desperation Raft

Level: 1	Integrity: Port: 10	Topdeck Range: —
Career: Any	Integrity: Starboard: 10	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 10	Gundeck: Reload: —
Size: Small	Integrity: Stern: 10	Gundeck: Range: —
Speed: 11.75	Integrity: Sails: 200	Aft Guns: Damage: —
Acceleration: 3.01	Swivels: Damage: —	Aft Guns: Reload: —
Turning (Fast): 17	Swivels: Reload: —	Aft Guns: Range: —
Capacity: 1	Swivels: Range: —	Fore Guns: Damage: —
Crew: 1	Topdeck: Damage: —	Fore Guns: Reload: —
Integrity: Hull: 65	Topdeck: Reload: —	Fore Guns: Range: —

0 Guns

Pros: Good Turning ability; available at low level

Cons: Extremely slow; terrible cargo Capacity; extremely vulnerable armor

Discovery Privateer Frigate

Level: 37	Integrity: Port: 1,040	Topdeck Range: 400
Career: Privateer	Integrity: Starboard: 1,040	Gundeck: Damage: 29
Durability: 2	Integrity: Bow: 520	Gundeck: Reload: 24.5
Size: Large	Integrity: Stern: 260	Gundeck: Range: 525
Speed: 13.5	Integrity: Sails: 2,000	Aft Guns: Damage: —
Acceleration: 3.19	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 10.57	Swivels: Reload: 7.3	Aft Guns: Range: —
Capacity: 115	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 195	Topdeck: Damage: 25	Fore Guns: Reload: —
Integrity: Hull: 1,475	Topdeck: Reload: 15.5	Fore Guns: Range: —

36 Guns

Pros: Good Firepower; very good sail strength

Cons: Privateer-only ship; modest crew for a large ship

Dolphyn Heavy Ketch

Level: 12	Integrity: Port: 575	Topdeck Range: 400
Career: Any	Integrity: Starboard: 575	Gundeck: Damage: —
Durability: 10	Integrity: Bow: 288	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 144	Gundeck: Range: —
Speed: 14	Integrity: Sails: 840	Aft Guns: Damage: —
Acceleration: 3.34	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 11.25	Swivels: Reload: 7.3	Aft Guns: Range: —
Capacity: 200	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 90	Topdeck: Damage: 25	Fore Guns: Reload: —
Integrity: Hull: 906	Topdeck: Reload: 15.5	Fore Guns: Range: —

12 Guns

Pros: Good Speed; excellent Acceleration; available at low level **Cons:** Limited Firepower; vulnerable armor

Dolphyn Ketch

Level: 7	Integrity: Port: 460	Topdeck Range: 350
Career: Any	Integrity: Starboard: 460	Gundeck: Damage: —
Durability: 19	Integrity: Bow: 230	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 115	Gundeck: Range: —
Speed: 14	Integrity: Sails: 800	Aft Guns: Damage: —
Acceleration: 3.34	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 11.25	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 180	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 80	Topdeck: Damage: 24	Fore Guns: Reload: —
Integrity: Hull: 725	Topdeck: Reload: 15	Fore Guns: Range: —

10 Guns

Pros: Good, affordable, low-level ship; above-average Acceleration and maneuverability **Cons:** Below-average cargo Capacity; vulnerable armor

Dolphyn Ketch (Civilian)

Level: 9	Integrity: Port: 437	Topdeck Range: 350
Career: Any	Integrity: Starboard: 437	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 219	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 109	Gundeck: Range: —
Speed: 12.95	Integrity: Sails: 760	Aft Guns: Damage: —
Acceleration: 3.34	Swivels: Damage: 5.7	Aft Guns: Reload: —
Turning (Fast): 10.53	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 180	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 73	Topdeck: Damage: 22.8	Fore Guns: Reload: —
Integrity: Hull: 689	Topdeck: Reload: 15	Fore Guns: Range: —

10 Guns

Pros: Good, affordable, low-level ship; above-average Acceleration and maneuverability **Cons:** Below-average cargo Capacity; vulnerable armor

Dolphyn Ketch (Fallback)

Level: 12	Integrity: Port: 414	Topdeck Range: 350
Career: Any	Integrity: Starboard: 414	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 207	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 104	Gundeck: Range: —
Speed: 14	Integrity: Sails: 720	Aft Guns: Damage: —
Acceleration: 3.34	Swivels: Damage: 5.4	Aft Guns: Reload: —
Turning (Fast): 11.25	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 180	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 72	Topdeck: Damage: 21.6	Fore Guns: Reload: —
Integrity: Hull: 653	Topdeck: Reload: 15	Fore Guns: Range: —

10 Guns

Pros: Good, affordable, low-level ship; above-average Acceleration and maneuverability **Cons:** Limited Firepower; vulnerable armor

Dromedary Indiaman

Level: 20	Integrity: Port: 620	Topdeck Range: 540
Career: Freetrader	Integrity: Starboard: 620	Gundeck: Damage: —
Durability: 22	Integrity: Bow: 310	Gundeck: Reload: —
Size: Large	Integrity: Stern: 155	Gundeck: Range: —
Speed: 15	Integrity: Sails: 1,200	Aft Guns: Damage: 32
Acceleration: 2.05	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 9.45	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 560	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 145	Topdeck: Damage: 30	Fore Guns: Reload: —
Integrity: Hull: 1,000	Topdeck: Reload: 30	Fore Guns: Range: —

16 Guns

Pros: Excellent cargo Capacity; above-average Speed; effective Firepower

Cons: Freetrader-only ship; small crew for a large ship

Dromedary Indiaman (Civilian)

Level: 23	Integrity: Port: 589	Topdeck Range: 540
Career: Freetrader	Integrity: Starboard: 589	Gundeck: Damage: —
Durability: 22	Integrity: Bow: 295	Gundeck: Reload: —
Size: Large	Integrity: Stern: 147	Gundeck: Range: —
Speed: 13.88	Integrity: Sails: 1,140	Aft Guns: Damage: 30.4
Acceleration: 2.05	Swivels: Damage: 5.7	Aft Guns: Reload: 35
Turning (Fast): 8.85	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 335	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 133	Topdeck: Damage: 28.5	Fore Guns: Reload: —
Integrity: Hull: 950	Topdeck: Reload: 30	Fore Guns: Range: —

16 Guns

Pros: Good cargo Capacity; above-average Speed; effective Firepower

Cons: Freetrader-only ship; vulnerable armor

Expedition Privateer Packet-Boat

Level: 18	Integrity: Port: 528	Topdeck Range: 450
Career: Privateer	Integrity: Starboard: 528	Gundeck: Damage: —
Durability: 2	Integrity: Bow: 264	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 132	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,777	Aft Guns: Damage: —
Acceleration: 4.15	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 12.82	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 175	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 90	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 825	Topdeck: Reload: 20	Fore Guns: Range: —

18 Guns

Pros: Fast ship

Cons: Privateer-only ship; below-average cargo Capacity; limited Firepower

Falcon Naval Frigate

Level: 29	Integrity: Port: 836	Topdeck Range: 450
Career: Naval Officer	Integrity: Starboard: 836	Gundeck: Damage: 31
Durability: 2	Integrity: Bow: 418	Gundeck: Reload: 32
Size: Large	Integrity: Stern: 209	Gundeck: Range: 560
Speed: 14.5	Integrity: Sails: 1,575	Aft Guns: Damage: 32
Acceleration: 1.7	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 11.25	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 145	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 225	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,458	Topdeck: Reload: 20	Fore Guns: Range: —

30 Guns

Pros: Heavy Firepower; above-average armor

Cons: Naval Officer–only ship; slow Acceleration

Fallen Refit Snow

Level: 16	Integrity: Port: 611	Topdeck Range: 450
Career: Pirate	Integrity: Starboard: 611	Gundeck: Damage: —
Durability: 2	Integrity: Bow: 306	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 153	Gundeck: Range: —
Speed: 14.8	Integrity: Sails: 1,200	Aft Guns: Damage: —
Acceleration: 2.1	Swivels: Damage: —	Aft Guns: Reload: —
Turning (Fast): 12.38	Swivels: Reload: —	Aft Guns: Range: —
Capacity: 245	Swivels: Range: —	Fore Guns: Damage: —
Crew: 125	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,034	Topdeck: Reload: 20	Fore Guns: Range: —

20 Guns

Pros: Above-average maneuverability; good stats for the price; above-average Firepower for its class

Cons: Pirate-only ship; very limited Firepower (top deck only)

Gallant Naval Frigate

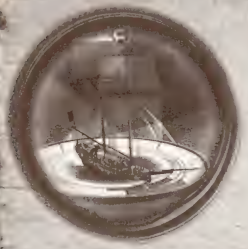
Level: 35	Integrity: Port: 1,092	Topdeck Range: 475
Career: Naval Officer	Integrity: Starboard: 1,092	Gundeck: Damage: 35
Durability: 2	Integrity: Bow: 546	Gundeck: Reload: 35
Size: Huge	Integrity: Stern: 273	Gundeck: Range: 600
Speed: 16	Integrity: Sails: 2,200	Aft Guns: Damage: 38
Acceleration: 1.05	Swivels: Damage: 6	Aft Guns: Reload: 45
Turning (Fast): 9	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 150	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 390	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 1,706	Topdeck: Reload: 22	Fore Guns: Range: —

36 Guns

Pros: Very fast; good crew rating; long-range cannons

Cons: Naval Officer–only ship; slow Acceleration

Halifax Mastercraft Schooner



Level: 14	Integrity: Port: 420	Topdeck Range: 400
Career: Any	Integrity: Starboard: 420	Gundeck: Damage: —
Durability: 7	Integrity: Bow: 210	Gundeck: Reload: —
Size: Small	Integrity: Stern: 105	Gundeck: Range: —
Speed: 17	Integrity: Sails: 990	Aft Guns: Damage: —
Acceleration: 5.28	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 18	Swivels: Reload: 7.3	Aft Guns: Range: —
Capacity: 100	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 60	Topdeck: Damage: 25	Fore Guns: Reload: —
Integrity: Hull: 728	Topdeck: Reload: 15.5	Fore Guns: Range: —

10 Guns

Pros: Extremely fast; great Acceleration; great Turning ability

Cons: Vulnerable armor

Halifax Schooner

Level: 5	Integrity: Port: 280	Topdeck Range: 350
Career: Any	Integrity: Starboard: 280	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 140	Gundeck: Reload: —
Size: Small	Integrity: Stern: 70	Gundeck: Range: —
Speed: 15.75	Integrity: Sails: 600	Aft Guns: Damage: —
Acceleration: 5.28	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 17	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 65	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 45	Topdeck: Damage: 24	Fore Guns: Reload: —
Integrity: Hull: 485	Topdeck: Reload: 15	Fore Guns: Range: —

6 Guns

Pros: Very fast; great Acceleration; available at low level

Cons: Weak cargo Capacity; extremely vulnerable armor

Halifax Schooner (Fallback)

6 Guns

Level: 5	**Integrity: Port:** 280	**Topdeck Range:** 350
Career: Any	**Integrity: Starboard:** 280	**Gundeck: Damage:** —
Durability: 1	**Integrity: Bow:** 140	**Gundeck: Reload:** —
Size: Small	**Integrity: Stern:** 70	**Gundeck: Range:** —
Speed: 15.75	**Integrity: Sails:** 600	**Aft Guns: Damage:** —
Acceleration: 5.28	**Swivels: Damage:** 6	**Aft Guns: Reload:** —
Turning (Fast): 17	**Swivels: Reload:** 8	**Aft Guns: Range:** —
Capacity: 65	**Swivels: Range:** 100	**Fore Guns: Damage:** —
Crew: 45	**Topdeck: Damage:** 24	**Fore Guns: Reload:** —
Integrity: Hull: 485	**Topdeck: Reload:** 15	**Fore Guns: Range:** —

Pros: Very fast; great Acceleration; available at low level

Cons: Weak cargo Capacity; extremely vulnerable armor

Hercules Frigate

36 Guns

Level: 50	**Integrity: Port:** 1,360	**Topdeck Range:** 500
Career: Any	**Integrity: Starboard:** 1,360	**Gundeck: Damage:** 38
Durability: 10	**Integrity: Bow:** 680	**Gundeck: Reload:** 45
Size: Large	**Integrity: Stern:** 340	**Gundeck: Range:** 625
Speed: 14.4	**Integrity: Sails:** 3,880	**Aft Guns: Damage:** 38
Acceleration: 1.41	**Swivels: Damage:** 6	**Aft Guns: Reload:** 45
Turning (Fast): 9	**Swivels: Reload:** 8	**Aft Guns: Range:** 625
Capacity: 130	**Swivels: Range:** 100	**Fore Guns: Damage:** 28
Crew: 305	**Topdeck: Damage:** 28	**Fore Guns: Reload:** 24
Integrity: Hull: 2,050	**Topdeck: Reload:** 24	**Fore Guns: Range:** 500

Pros: Superior Firepower; excellent armor; acceptable Speed and maneuverability for a big ship

Cons: Slow Acceleration; small Capacity for a big ship

Hercules Heavy Frigate

40 Guns

Level: 50	**Integrity: Port:** 1,734	**Topdeck Range:** 525
Career: Privateer, Pirate	**Integrity: Starboard:** 1,734	**Gundeck: Damage:** 38
Durability: 10	**Integrity: Bow:** 867	**Gundeck: Reload:** 41.9
Size: Huge	**Integrity: Stern:** 434	**Gundeck: Range:** 625
Speed: 14.4	**Integrity: Sails:** 4,268	**Aft Guns: Damage:** 38
Acceleration: 1.41	**Swivels: Damage:** 6	**Aft Guns: Reload:** 41.9
Turning (Fast): 9	**Swivels: Reload:** 7.4	**Aft Guns: Range:** 625
Capacity: 130	**Swivels: Range:** 100	**Fore Guns: Damage:** 28
Crew: 305	**Topdeck: Damage:** 29	**Fore Guns: Reload:** 22.3
Integrity: Hull: 2,614	**Topdeck: Reload:** 25.1	**Fore Guns: Range:** 500

Pros: Superior Firepower; excellent armor; acceptable Speed and maneuverability for a big ship

Cons: Slow Acceleration; small Capacity for a big ship

Hercules Mastercraft Frigate

44 Guns

Level: 50	**Integrity: Port:** 1,598	**Topdeck Range:** 575
Career: Pirateer	**Integrity: Starboard:** 1,598	**Gundeck: Damage:** 42
Durability: 10	**Integrity: Bow:** 799	**Gundeck: Reload:** 47.8
Size: Large	**Integrity: Stern:** 400	**Gundeck: Range:** 640
Speed: 14.4	**Integrity: Sails:** 4,171	**Aft Guns: Damage:** 38
Acceleration: 1.41	**Swivels: Damage:** 6	**Aft Guns: Reload:** 39.1
Turning (Fast): 9	**Swivels: Reload:** 7	**Aft Guns: Range:** 625
Capacity: 140	**Swivels: Range:** 100	**Fore Guns: Damage:** 28
Crew: 340	**Topdeck: Damage:** 32	**Fore Guns: Reload:** 20.9
Integrity: Hull: 2,409	**Topdeck: Reload:** 0.4	**Fore Guns: Range:** 500

Pros: Superiort Firepower; superior armor; acceptable Speed and maneuverability for a big ship

Cons: Slow Acceleration; small Capacity for a big ship

Hercules Pirate Frigate

52 Guns

Level: 50	Integrity: Port: 1,564	Topdeck Range: 500
Career: Pirate	Integrity: Starboard: 1,564	Gundeck: Damage: 36
Durability: 10	Integrity: Bow: 782	Gundeck: Reload: 37.8
Size: Large	Integrity: Stern: 391	Gundeck: Range: 615
Speed: 14.4	Integrity: Sails: 4,365	Aft Guns: Damage: 38
Acceleration: 1.31	Swivels: Damage: 6	Aft Guns: Reload: 40.5
Turning (Fast): 9.5	Swivels: Reload: 7.2	Aft Guns: Range: 625
Capacity: 160	Swivels: Range: 100	Fore Guns: Damage: 28
Crew: 340	Topdeck: Damage: 28	Fore Guns: Reload: 21.6
Integrity: Hull: 2,358	Topdeck: Reload: 21.6	Fore Guns: Range: 500

Pros: Excellent Firepower; superior armor; good Speed and maneuverability for a big ship

Cons: Pirate-only ship; slow Acceleration; limited Capacity

Hercules Sleek Frigate

40 Guns

Level: 50	Integrity: Port: 1,360	Topdeck Range: 500
Career: Privateer, Pirate	Integrity: Starboard: 1,360	Gundeck: Damage: 38
Durability: 10	Integrity: Bow: 680	Gundeck: Reload: 45
Size: Large	Integrity: Stern: 340	Gundeck: Range: 625
Speed: 14.5	Integrity: Sails: 3,880	Aft Guns: Damage: 38
Acceleration: 1.92	Swivels: Damage: 6	Aft Guns: Reload: 45
Turning (Fast): 11	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 175	Swivels: Range: 100	Fore Guns: Damage: 28
Crew: 305	Topdeck: Damage: 28	Fore Guns: Reload: 24
Integrity: Hull: 2,050	Topdeck: Reload: 24	Fore Guns: Range: 500

Pros: Excellent Firepower; excellent armor; decent Speed, Acceleration, and Turning for a big ship

Cons: Slow Acceleration; only available at high level to Privateer and Pirate

Hermes Mastercraft Packet-Boat

18 Guns

Level: 23	Integrity: Port: 600	Topdeck Range: 500
Career: Any	Integrity: Starboard: 600	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 300	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 150	Gundeck: Range: —
Speed: 16.25	Integrity: Sails: 1,696	Aft Guns: Damage: —
Acceleration: 4.15	Swivels: Damage: 8	Aft Guns: Reload: —
Turning (Fast): 12.82	Swivels: Reload: 7	Aft Guns: Range: —
Capacity: 120	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 90	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 938	Topdeck: Reload: 20.9	Fore Guns: Range: —

Pros: Very fast; great Acceleration; good Turning

Cons: Weak cargo Capacity for the size; extremely vulnerable armor

Hermes Packet-Boat

16 Guns

Level: 15	Integrity: Port: 480	Topdeck Range: 450
Career: Any	Integrity: Starboard: 480	Gundeck: Damage: —
Durability: 13	Integrity: Bow: 240	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 120	Gundeck: Range: —
Speed: 16.25	Integrity: Sails: 1,615	Aft Guns: Damage: —
Acceleration: 4.15	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 12.82	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 120	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 90	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 750	Topdeck: Reload: 20	Fore Guns: Range: —

Pros: Fast ship; above-average maneuverability

Cons: Below-average cargo Capacity; limited firepower

Hermes Packet-Boat (Civilian)

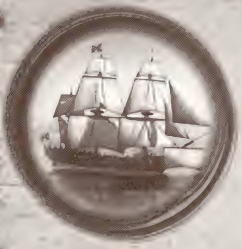
Level: 17	Integrity: Port: 456	Topdeck Range: 450
Career: Any	Integrity: Starboard: 456	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 228	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 114	Gundeck: Range: —
Speed: 15.03	Integrity: Sails: 1,534	Aft Guns: Damage: —
Acceleration: 4.15	Swivels: Damage: 5.7	Aft Guns: Reload: —
Turning (Fast): 12.01	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 120	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 82	Topdeck: Damage: 24.7	Fore Guns: Reload: —
Integrity: Hull: 713	Topdeck: Reload: 20	Fore Guns: Range: —

16 Guns

Pros: Fast ship; above-average maneuverability

Cons: Below-average cargo Capacity; not as good as its normal counterpart

Hermes Packet-Boat (Fallback)



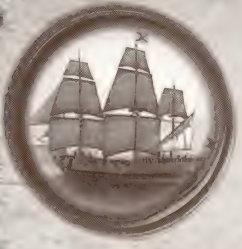
Level: 20	Integrity: Port: 432	Topdeck Range: 450
Career: Any	Integrity: Starboard: 432	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 216	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 108	Gundeck: Range: —
Speed: 16.25	Integrity: Sails: 1,454	Aft Guns: Damage: —
Acceleration: 4.15	Swivels: Damage: 5.5	Aft Guns: Reload: —
Turning (Fast): 12.82	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 120	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 81	Topdeck: Damage: 23.4	Fore Guns: Reload: —
Integrity: Hull: 675	Topdeck: Reload: 20	Fore Guns: Range: —

16 Guns

Pros: Fast ship; above-average maneuverability

Cons: Below-average cargo Capacity; not as good as its normal counterpart

Hermes Sleek Packet-Boat



Level: 19	Integrity: Port: 552	Topdeck Range: 450
Career: Any	Integrity: Starboard: 552	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 276	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 138	Gundeck: Range: —
Speed: 17.25	Integrity: Sails: 1,777	Aft Guns: Damage: —
Acceleration: 4.55	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 13.07	Swivels: Reload: 7.6	Aft Guns: Range: —
Capacity: 130	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 95	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 788	Topdeck: Reload: 19	Fore Guns: Range: —

16 Guns

Pros: Very fast ship; great maneuverability

Cons: Vulnerable armor; limited Firepower

Hiorten Galeas

Level: 1	Integrity: Port: 255	Topdeck Range: 300
Career: Any	Integrity: Starboard: 255	Gundeck: Damage: —
Durability: 31	Integrity: Bow: 125	Gundeck: Reload: —
Size: Small	Integrity: Stern: 65	Gundeck: Range: —
Speed: 11.75	Integrity: Sails: 540	Aft Guns: Damage: —
Acceleration: 3.68	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 19	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 20	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 20	Topdeck: Damage: 23	Fore Guns: Reload: —
Integrity: Hull: 355	Topdeck: Reload: 12	Fore Guns: Range: —

4 Guns

Pros: Good Turning ability; available at low level

Cons: Extremely slow; weak cargo Capacity; extremely vulnerable armor

Hornet Gunboat

Level: 1	Integrity: Port: 100	Topdeck Range: 525
Career: Any	Integrity: Starboard: 100	Gundeck: Damage: —
Durability: 50	Integrity: Bow: 50	Gundeck: Reload: —
Size: Small	Integrity: Stern: 50	Gundeck: Range: —
Speed: 13	Integrity: Sails: 610	Aft Guns: Damage: —
Acceleration: 5.9	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 20	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 4	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 20	Topdeck: Damage: 36	Fore Guns: Reload: —
Integrity: Hull: 135	Topdeck: Reload: 10.1	Fore Guns: Range: —

1 Gun

Pros: Best Acceleration on the sea; great Turning ability; main gun is a chaser; available at low level

Cons: Slow ship; terrible cargo Capacity; extremely vulnerable armor

Intrepid Privateer Frigate

Level: 50	Integrity: Port: 1,274	Topdeck Range: 500
Career: Privateer	Integrity: Starboard: 1,274	Gundeck: Damage: 33
Durability: 2	Integrity: Bow: 637	Gundeck: Reload: 33
Size: Large	Integrity: Stern: 319	Gundeck: Range: 585
Speed: 14.5	Integrity: Sails: 3,420	Aft Guns: Damage: —
Acceleration: 2.68	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 9.9	Swivels: Reload: 7.1	Aft Guns: Range: —
Capacity: 120	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 300	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 1,859	Topdeck: Reload: 21.4	Fore Guns: Range: —

42 Guns

Pros: Good crew rating; good Firepower

Cons: Privateer-only ship; only available at high level

Invincible First Rate

Level: 50	Integrity: Port: 2,000	Topdeck Range: 500/575 (Upperdeck)/650 (Middeck)
Career: Naval Officer	Integrity: Starboard: 2,000	Gundeck: Damage: 60
Durability: 4	Integrity: Bow: 1,000	Gundeck: Reload: 86
Size: Colossal	Integrity: Stern: 500	Gundeck: Range: 650
Speed: 17.5	Integrity: Sails: 4,125	Aft Guns: Damage: 56
Acceleration: 0.35	Swivels: Damage: 6	Aft Guns: Reload: 80
Turning (Fast): 4.05	Swivels: Reload: 8	Aft Guns: Range: 650
Capacity: 375	Swivels: Range: 100	Fore Guns: Damage: 32
Crew: 825	Topdeck: Damage: 28/32 (Upperdeck)/48 (Middeck)	Fore Guns: Reload: 35
Integrity: Hull: 3,000	Topdeck: Reload: 24/35 (Upperdeck)/68 (Middeck)	Fore Guns: Range: 575

102 Guns

Pros: Second-fastest ship on the sea; highest crew rating; best-armored ship; greatest Firepower of all ships

Cons: Naval Officer–only ship; slowest Acceleration on the sea; poor Turning ability

Jamaica Sloop

Level: 6	Integrity: Port: 340	Topdeck Range: 350
Career: Any	Integrity: Starboard: 340	Gundeck: Damage: —
Durability: 30	Integrity: Bow: 170	Gundeck: Reload: —
Size: Small	Integrity: Stern: 85	Gundeck: Range: —
Speed: 16.75	Integrity: Sails: 655	Aft Guns: Damage: —
Acceleration: 4.9	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 14.85	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 60	Topdeck: Damage: 24	Fore Guns: Reload: —
Integrity: Hull: 550	Topdeck: Reload: 15	Fore Guns: Range: —

8 Guns

Pros: Fast ship; good Acceleration; available at low level

Cons: Below-average cargo Capacity; vulnerable armor

Jamaica Sloop (Civilian)

Level: 7	Integrity: Port: 323	Topdeck Range: 350	8 Guns
Career: Any	Integrity: Starboard: 323	Gundeck: Damage: —	
Durability: 1	Integrity: Bow: 162	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 81	Gundeck: Range: —	
Speed: 15.49	Integrity: Sails: 622	Aft Guns: Damage: —	
Acceleration: 4.9	Swivels: Damage: 5.7	Aft Guns: Reload: —	
Turning (Fast): 13.9	Swivels: Reload: 8	Aft Guns: Range: —	
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 55	Topdeck: Damage: 22.8	Fore Guns: Reload: —	
Integrity: Hull: 523	Topdeck: Reload: 15	Fore Guns: Range: —	

Pros: Good Acceleration; available at low level

Cons: Below-average cargo Capacity; vulnerable armor

La Belle Heavy Corvette

Level: 8	Integrity: Port: 408	Topdeck Range: 450	6 Guns
Career: Any	Integrity: Starboard: 408	Gundeck: Damage: —	
Durability: 5	Integrity: Bow: 204	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 102	Gundeck: Range: —	
Speed: 15.5	Integrity: Sails: 1,000	Aft Guns: Damage: —	
Acceleration: 3.75	Swivels: Damage: 6	Aft Guns: Reload: —	
Turning (Fast): 14.65	Swivels: Reload: 7.3	Aft Guns: Range: —	
Capacity: 60	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 60	Topdeck: Damage: 26	Fore Guns: Reload: —	
Integrity: Hull: 765	Topdeck: Reload: 18.2	Fore Guns: Range: —	

Pros: Excellent Speed; excellent maneuverability; high defense rating; available at low level

Cons: Limited Firepower; vulnerable armor

La Belle Light Corvette

Level: 5	Integrity: Port: 320	Topdeck Range: 450	6 Guns
Career: Any	Integrity: Starboard: 320	Gundeck: Damage: —	
Durability: 17	Integrity: Bow: 160	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 80	Gundeck: Range: —	
Speed: 15.5	Integrity: Sails: 1,000	Aft Guns: Damage: —	
Acceleration: 3.75	Swivels: Damage: 6	Aft Guns: Reload: —	
Turning (Fast): 14.65	Swivels: Reload: 8	Aft Guns: Range: —	
Capacity: 60	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 60	Topdeck: Damage: 26	Fore Guns: Reload: —	
Integrity: Hull: 600	Topdeck: Reload: 20	Fore Guns: Range: —	

Pros: Fast ship; good Acceleration; good Turning ability; high defense rating

Cons: Below-average cargo Capacity; vulnerable armor

La Belle Light Corvette (Civilian)

Level: 4	Integrity: Port: 304	Topdeck Range: 450	6 Guns
Career: Any	Integrity: Starboard: 304	Gundeck: Damage: —	
Durability: 1	Integrity: Bow: 152	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 76	Gundeck: Range: —	
Speed: 14.34	Integrity: Sails: 950	Aft Guns: Damage: —	
Acceleration: 3.75	Swivels: Damage: 5.7	Aft Guns: Reload: —	
Turning (Fast): 13.72	Swivels: Reload: 8	Aft Guns: Range: —	
Capacity: 60	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 55	Topdeck: Damage: 24.7	Fore Guns: Reload: —	
Integrity: Hull: 570	Topdeck: Reload: 20	Fore Guns: Range: —	

Pros: Good Acceleration; high defense rating; available at low level

Cons: Below-average cargo Capacity; vulnerable armor

La Belle Light Corvette (Fallback)

Level: 4	Integrity: Port: 320	Topdeck Range: 450
Career: Any	Integrity: Starboard: 320	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 160	Gundeck: Reload: —
Size: Small	Integrity: Stern: 80	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,000	Aft Guns: Damage: —
Acceleration: 3.75	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 14.65	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 60	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 60	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 600	Topdeck: Reload: 20	Fore Guns: Range: —

6 Guns

Pros: Excellent Speed; good Acceleration; excellent maneuverability; high defense rating

Cons: Limited Firepower; vulnerable armor

La Belle Mastercraft Corvette

Level: 12	Integrity: Port: 376	Topdeck Range: 475
Career: Any	Integrity: Starboard: 376	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 188	Gundeck: Reload: —
Size: Small	Integrity: Stern: 94	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,200	Aft Guns: Damage: —
Acceleration: 3.75	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 14.65	Swivels: Reload: 7	Aft Guns: Range: —
Capacity: 60	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 65	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 705	Topdeck: Reload: 19.1	Fore Guns: Range: —

10 Guns

Pros: Excellent Speed; good Acceleration; excellent maneuverability; high defense rating

Cons: Limited Firepower; vulnerable armor

Lancer Naval Cutter

Level: 16	Integrity: Port: 506	Topdeck Range: 500
Career: Naval Officer	Integrity: Starboard: 506	Gundeck: Damage: —
Durability: 2	Integrity: Bow: 253	Gundeck: Reload: —
Size: Small	Integrity: Stern: 127	Gundeck: Range: —
Speed: 17	Integrity: Sails: 1,183	Aft Guns: Damage: —
Acceleration: 4.05	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 13.05	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 95	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 75	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 776	Topdeck: Reload: 24	Fore Guns: Range: —

16 Guns

Pros: Good Acceleration and maneuverability; above-average Speed

Cons: Naval Officer–only ship; limited Firepower

Lexington Brig

Level: 17	Integrity: Port: 580	Topdeck Range: 475
Career: Any	Integrity: Starboard: 580	Gundeck: Damage: —
Durability: 13	Integrity: Bow: 290	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 145	Gundeck: Range: —
Speed: 15.25	Integrity: Sails: 1,150	Aft Guns: Damage: 26
Acceleration: 1.95	Swivels: Damage: 6	Aft Guns: Reload: 20
Turning (Fast): 12.15	Swivels: Reload: 8	Aft Guns: Range: 450
Capacity: 180	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 155	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 1,100	Topdeck: Reload: 22	Fore Guns: Range: —

16 Guns

Pros: Effective Firepower; above-average maneuverability; biggest crew size for a ship in its class

Cons: Below-average armor

Lexington Brig (Civilian)

Level: 20	Integrity: Port: 551	Topdeck Range: 475
Career: Any	Integrity: Starboard: 551	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 276	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 138	Gundeck: Range: —
Speed: 14.11	Integrity: Sails: 1,093	Aft Guns: Damage: 24.7
Acceleration: 1.95	Swivels: Damage: 5.7	Aft Guns: Reload: 20
Turning (Fast): 11.38	Swivels: Reload: 8	Aft Guns: Range: 450
Capacity: 180	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 142	Topdeck: Damage: 25.7	Fore Guns: Reload: —
Integrity: Hull: 1,045	Topdeck: Reload: 22	Fore Guns: Range: —

16 Guns

Pros: Effective Firepower; above-average maneuverability

Cons: Below-average cargo Capacity; below-average crew size

Lexington Brig (Fallback)

Level: 22	Integrity: Port: 522	Topdeck Range: 475
Career: Any	Integrity: Starboard: 522	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 261	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 131	Gundeck: Range: —
Speed: 15.25	Integrity: Sails: 1,035	Aft Guns: Damage: 23.4
Acceleration: 1.95	Swivels: Damage: 5.4	Aft Guns: Reload: 20
Turning (Fast): 12.15	Swivels: Reload: 8	Aft Guns: Range: 450
Capacity: 180	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 139	Topdeck: Damage: 24.3	Fore Guns: Reload: —
Integrity: Hull: 990	Topdeck: Reload: 22	Fore Guns: Range: —

16 Guns

Pros: Effective Firepower; above-average maneuverability

Cons: Below-average armor; below-average crew size

Lexington Mastercraft Brig

Level: 24	Integrity: Port: 638	Topdeck Range: 500
Career: Any	Integrity: Starboard: 638	Gundeck: Damage: —
Durability: 9	Integrity: Bow: 319	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 160	Gundeck: Range: —
Speed: 15.25	Integrity: Sails: 1,351	Aft Guns: Damage: 29
Acceleration: 1.95	Swivels: Damage: 6	Aft Guns: Reload: 23.5
Turning (Fast): 12.15	Swivels: Reload: 7	Aft Guns: Range: 525
Capacity: 185	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 155	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 1,320	Topdeck: Reload: 20.9	Fore Guns: Range: —

20 Guns

Pros: Effective Firepower; above-average maneuverability

Cons: Below-average armor; below-average crew size

Lexington Stripped Brig

Level: 17	Integrity: Port: 560	Topdeck Range: —
Career: Any	Integrity: Starboard: 560	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 280	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 140	Gundeck: Range: —
Speed: 14.25	Integrity: Sails: 1,150	Aft Guns: Damage: —
Acceleration: 1.95	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 12.15	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 305	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 155	Topdeck: Damage: —	Fore Guns: Reload: —
Integrity: Hull: 1,000	Topdeck: Reload: —	Fore Guns: Range: —

0 Guns

Pros: Superior Capacity for the size; good Speed; good Turning ability

Cons: Terrible Firepower; vulnerable armor

Limburg Flute

Level: 14	Integrity: Port: 560	Topdeck Range: 450
Career: Freetrader	Integrity: Starboard: 560	Gundeck: Damage: —
Durability: 23	Integrity: Bow: 280	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 140	Gundeck: Range: —
Speed: 15	Integrity: Sails: 1,150	Aft Guns: Damage: 29
Acceleration: 1.82	Swivels: Damage: 6	Aft Guns: Reload: 27
Turning (Fast): 9	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 445	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 90	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,000	Topdeck: Reload: 20	Fore Guns: Range: —

10 Guns

Pros: Effective Firepower; good sail strength

Cons: Freetrader-only ship; vulnerable armor

Limburg Flute (Civilian)

Level: 16	Integrity: Port: 532	Topdeck Range: 450
Career: Freetrader	Integrity: Starboard: 532	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 266	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 133	Gundeck: Range: —
Speed: 13.88	Integrity: Sails: 1,093	Aft Guns: Damage: 27.6
Acceleration: 1.82	Swivels: Damage: 5.7	Aft Guns: Reload: 27
Turning (Fast): 8.43	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 345	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 82	Topdeck: Damage: 24.7	Fore Guns: Reload: —
Integrity: Hull: 950	Topdeck: Reload: 20	Fore Guns: Range: —

10 Guns

Pros: Effective Firepower; good sail strength

Cons: Below-average cargo Capacity; vulnerable armor

Limburg Trader's Flute

Level: 18	Integrity: Port: 616	Topdeck Range: 450
Career: Freetrader	Integrity: Starboard: 616	Gundeck: Damage: —
Durability: 20	Integrity: Bow: 308	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 154	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,265	Aft Guns: Damage: 29
Acceleration: 1.82	Swivels: Damage: 6	Aft Guns: Reload: 27
Turning (Fast): 9	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 545	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 95	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,100	Topdeck: Reload: 20	Fore Guns: Range: —

10 Guns

Pros: Good cargo Capacity; good sail strength; effective Firepower

Cons: Freetrader-only ship; below-average crew size

Locust Corvette

Level: 17	Integrity: Port: 600	Topdeck Range: 475
Career: Any	Integrity: Starboard: 600	Gundeck: Damage: —
Durability: 14	Integrity: Bow: 300	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 150	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,445	Aft Guns: Damage: 29
Acceleration: 3.55	Swivels: Damage: 6	Aft Guns: Reload: 27
Turning (Fast): 12.15	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 105	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 80	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 800	Topdeck: Reload: 22	Fore Guns: Range: —

16 Guns

Pros: Effective Firepower; good Acceleration and maneuverability

Cons: Below-average cargo Capacity; small crew size

Locust Corvette (Civilian)

Level: 18	Integrity: Port: 570	Topdeck Range: 475
Career: Any	Integrity: Starboard: 570	Gundeck: Damage: —
Durability: 1	Integrity: Bow: 285	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 143	Gundeck: Range: —
Speed: 14.34	Integrity: Sails: 1,373	Aft Guns: Damage: 27.6
Acceleration: 3.55	Swivels: Damage: 5.7	Aft Guns: Reload: 27
Turning (Fast): 11.38	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 105	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 73	Topdeck: Damage: 25.7	Fore Guns: Reload: —
Integrity: Hull: 760	Topdeck: Reload: 22	Fore Guns: Range: —

16 Guns

Pros: Effective Firepower; good Acceleration and maneuverability

Cons: Below-average cargo Capacity; small crew size

Locust Corvette (Fallback)

Level: 22	Integrity: Port: 540	Topdeck Range: 475
Career: Any	Integrity: Starboard: 540	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 270	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 135	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,301	Aft Guns: Damage: 26.1
Acceleration: 3.55	Swivels: Damage: 5.4	Aft Guns: Reload: 27
Turning (Fast): 12.15	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 105	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 72	Topdeck: Damage: 24.3	Fore Guns: Reload: —
Integrity: Hull: 720	Topdeck: Reload: 22	Fore Guns: Range: —

16 Guns

Pros: Effective Firepower; good Speed, Acceleration, and maneuverability

Cons: Below-average cargo Capacity; small crew size

Locust Mastercraft Corvette

Level: 24	Integrity: Port: 750	Topdeck Range: 500
Career: Any	Integrity: Starboard: 750	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 375	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 188	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,517	Aft Guns: Damage: 29
Acceleration: 3.55	Swivels: Damage: 6	Aft Guns: Reload: 23.5
Turning (Fast): 12.15	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 105	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 90	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 1,000	Topdeck: Reload: 20.9	Fore Guns: Range: —

20 Guns

Pros: Effective Firepower; good Speed, Acceleration, and maneuverability

Cons: Below-average cargo Capacity; vulnerable armor

Locust Sleek Corvette

Level: 20	Integrity: Port: 672	Topdeck Range: 475
Career: Any	Integrity: Starboard: 672	Gundeck: Damage: —
Durability: 14	Integrity: Bow: 336	Gundeck: Reload: —
Size: Medium	Integrity: Stern: 168	Gundeck: Range: —
Speed: 15.75	Integrity: Sails: 1,590	Aft Guns: Damage: 29
Acceleration: 3.93	Swivels: Damage: 6	Aft Guns: Reload: 24.5
Turning (Fast): 12.65	Swivels: Reload: 7.3	Aft Guns: Range: 525
Capacity: 110	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 85	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 840	Topdeck: Reload: 20	Fore Guns: Range: —

16 Guns

Pros: Effective Firepower; good Acceleration and maneuverability; better than the regular Locust Corvette

Cons: Below-average cargo Capacity; small crew size

Mediator Cutter

Level: 12
Career: Any
Durability: 13
Size: Small
Speed: 16.25
Acceleration: 4.05
Turning (Fast): 13.05
Capacity: 95
Crew: 75
Integrity: Hull: 675

Integrity: Port: 440
Integrity: Starboard: 440
Integrity: Bow: 220
Integrity: Stern: 110
Integrity: Sails: 1,075
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

12 Guns

Pros: Above-average Speed; good Acceleration and maneuverability

Cons: Below-average cargo Capacity; vulnerable armor

Mediator Cutter (Civilian)

Level: 13
Career: Any
Durability: 1
Size: Small
Speed: 15.03
Acceleration: 4.05
Turning (Fast): 12.22
Capacity: 95
Crew: 69
Integrity: Hull: 641

Integrity: Port: 418
Integrity: Starboard: 418
Integrity: Bow: 209
Integrity: Stern: 105
Integrity: Sails: 1,021
Swivels: Damage: 5.7
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 24.7
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

12 Guns

Pros: Above-average Speed; good Acceleration and maneuverability

Cons: Below-average cargo Capacity; vulnerable armor

Mediator Cutter (Fallback)

Level: 16
Career: Any
Durability: 5
Size: Small
Speed: 16.25
Acceleration: 4.05
Turning (Fast): 13.05
Capacity: 95
Crew: 67
Integrity: Hull: 608

Integrity: Port: 396
Integrity: Starboard: 396
Integrity: Bow: 198
Integrity: Stern: 99
Integrity: Sails: 968
Swivels: Damage: 5.4
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 23.4
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

12 Guns

Pros: Excellent Speed; good Acceleration and Turning

Cons: Vulnerable armor; limited Firepower

Mediator Heavy Cutter

Level: 14
Career: Any
Durability: 11
Size: Small
Speed: 16.25
Acceleration: 4.05
Turning (Fast): 13.05
Capacity: 95
Crew: 75
Integrity: Hull: 844

Integrity: Port: 550
Integrity: Starboard: 550
Integrity: Bow: 275
Integrity: Stern: 138
Integrity: Sails: 1,183
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

12 Guns

Pros: Above-average Speed; good Acceleration and maneuverability

Cons: Below-average cargo Capacity; limited Firepower

Mediator Mastercraft Cutter

Level: 21
Career: Any
Durability: 9
Size: Small
Speed: 16.25
Acceleration: 4.05
Turning (Fast): 13.05
Capacity: 95
Crew: 75
Integrity: Hull: 911

Integrity: Port: 594
Integrity: Starboard: 594
Integrity: Bow: 297
Integrity: Stern: 149
Integrity: Sails: 1,236
Swivels: Damage: 6
Swivels: Reload: 7
Swivels: Range: 100
Topdeck: Damage: 27
Topdeck: Reload: 19.1

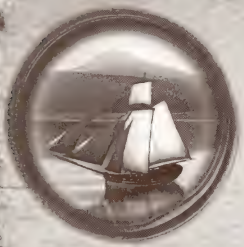
Topdeck Range: 475
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

16 Guns

Pros: Above-average Speed; good Acceleration and maneuverability

Cons: Below-average cargo Capacity; limited Firepower

Medway Longboat



Level: 1
Career: Any
Durability: 40
Size: Small
Speed: 13
Acceleration: 4.45
Turning (Fast): 28
Capacity: 10
Crew: 4
Integrity: Hull: 430

Integrity: Port: 310
Integrity: Starboard: 310
Integrity: Bow: 155
Integrity: Stern: 75
Integrity: Sails: 1,300
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: —
Topdeck: Reload: —

Topdeck Range: —
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

0 Guns

Pros: Good Acceleration; available at low level

Cons: Slow ship; weak cargo Capacity; extremely vulnerable armor

Mercy Naval Frigate

Level: 50
Career: Naval Officer
Durability: 2
Size: Large
Speed: 16.25
Acceleration: 0.98
Turning (Fast): 9
Capacity: 185
Crew: 350
Integrity: Hull: 2,194

Integrity: Port: 1,404
Integrity: Starboard: 1,404
Integrity: Bow: 702
Integrity: Stern: 351
Integrity: Sails: 2,640
Swivels: Damage: 6
Swivels: Reload: 7.1
Swivels: Range: 100
Topdeck: Damage: 28
Topdeck: Reload: 21.4

Topdeck Range: 500
Gundeck: Damage: 36
Gundeck: Reload: 37.5
Gundeck: Range: 615
Aft Guns: Damage: 38
Aft Guns: Reload: 40.2
Aft Guns: Range: 625
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

42 Guns

Pros: Very fast; good crew rating; well armored; long-range cannons

Cons: Naval Officer–only ship; slow Acceleration; only available at high level

Mignone Indiaman

Level: 37
Career: Freetrader
Durability: 16
Size: Large
Speed: 14.5
Acceleration: 1.34
Turning (Fast): 8.91
Capacity: 900
Crew: 205
Integrity: Hull: 1,375

Integrity: Port: 1,100
Integrity: Starboard: 1,100
Integrity: Bow: 550
Integrity: Stern: 275
Integrity: Sails: 1,575
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 27
Topdeck: Reload: 22

Topdeck Range: 475
Gundeck: Damage: 32
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: 38
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

28 Guns

Pros: Great cargo Capacity; long-range cannons; heavy Firepower

Cons: Freetrader-only ship; slow reload

Mignone Indiaman (Civilian)

Level: 43
Career: Freetrader
Durability: 1
Size: Large
Speed: 13.41
Acceleration: 1.34
Turning (Fast): 8.34
Capacity: 630
Crew: 188
Integrity: Hull: 1,306

Integrity: Port: 1,045
Integrity: Starboard: 1,045
Integrity: Bow: 523
Integrity: Stern: 261
Integrity: Sails: 1,496
Swivels: Damage: 5.7
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 25.7
Topdeck: Reload: 22

Topdeck Range: 475
Gundeck: Damage: 30.4
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: 36.1
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

28 Guns

Pros: Good cargo Capacity; long-range cannons; heavy Firepower

Cons: Freetrader-only ship; only available at high level

Mignone Mastercraft Indiaman

Level: 45
Career: Freetrader
Durability: 12
Size: Large
Speed: 14.5
Acceleration: 1.34
Turning (Fast): 8.91
Capacity: 950
Crew: 205
Integrity: Hull: 1,616

Integrity: Port: 1,293
Integrity: Starboard: 1,293
Integrity: Bow: 646
Integrity: Stern: 323
Integrity: Sails: 1,733
Swivels: Damage: 6
Swivels: Reload: 6.7
Swivels: Range: 100
Topdeck: Damage: 28
Topdeck: Reload: 20

Topdeck Range: 500
Gundeck: Damage: 34
Gundeck: Reload: 34.2
Gundeck: Range: 600
Aft Guns: Damage: 38
Aft Guns: Reload: 37.5
Aft Guns: Range: 625
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

32 Guns

Pros: Great cargo Capacity; long-range cannons; heavy Firepower

Cons: Freetrader-only ship; only available at high level

Mignone Privateer Indiaman

Level: 50
Career: Privateer
Durability: 6
Size: Huge
Speed: 14.5
Acceleration: 1.34
Turning (Fast): 8.91
Capacity: 350
Crew: 305
Integrity: Hull: 1,719

Integrity: Port: 1,375
Integrity: Starboard: 1,375
Integrity: Bow: 688
Integrity: Stern: 344
Integrity: Sails: 1,575
Swivels: Damage: 6
Swivels: Reload: 7.3
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 18.2

Topdeck Range: 450
Gundeck: Damage: 32
Gundeck: Reload: 31.8
Gundeck: Range: 575
Aft Guns: Damage: 38
Aft Guns: Reload: 40.9
Aft Guns: Range: 625
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

42 Guns

Pros: Superior Firepower; excellent armor

Cons: Privateer-only ship; slow Acceleration and Turning

Mignone Stripped Indiaman

Level: 30
Career: Freetrader
Durability: 11
Size: Large
Speed: 14.5
Acceleration: 1.34
Turning (Fast): 8.91
Capacity: 900
Crew: 205
Integrity: Hull: 1,400

Integrity: Port: 1,025
Integrity: Starboard: 1,025
Integrity: Bow: 513
Integrity: Stern: 256
Integrity: Sails: 1,575
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: —
Topdeck: Reload: —

Topdeck Range: —
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

0 Guns

Pros: Great cargo Capacity; above-average armor

Cons: Freetrader-only ship; very limited Firepower (swivels only)

Mordaunt Fourth Rate

52 Guns

Level: 50	Integrity: Port: 1,440	Topdeck Range: 350/525 (Upperdeck)
Career: Any	Integrity: Starboard: 1,440	Gundeck: Damage: 38
Durability: 6	Integrity: Bow: 720	Gundeck: Reload: 45
Size: Huge	Integrity: Stern: 360	Gundeck: Range: 625
Speed: 15	Integrity: Sails: 2,670	Aft Guns: Damage: 38
Acceleration: 0.75	Swivels: Damage: 6	Aft Guns: Reload: 45
Turning (Fast): 7.65	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 220	Swivels: Range: 100	Fore Guns: Damage: 32
Crew: 475	Topdeck: Damage: 24/29 (Upperdeck)	Fore Guns: Reload: 35
Integrity: Hull: 2,250	Topdeck: Reload: 15/27 (Upperdeck)	Fore Guns: Range: 575

Pros: Fast ship; great crew rating; superior Firepower

Cons: Poor Acceleration; only available at high level

Mordaunt Sleek Fourth Rate

52 Guns

Level: 50	Integrity: Port: 1,440	Topdeck Range: 350/500 (Upperdeck)
Career: Naval Officer	Integrity: Starboard: 1,440	Gundeck: Damage: 38
Durability: 10	Integrity: Bow: 720	Gundeck: Reload: 42.9
Size: Huge	Integrity: Stern: 360	Gundeck: Range: 625
Speed: 15.75	Integrity: Sails: 2,937	Aft Guns: Damage: 38
Acceleration: 0.92	Swivels: Damage: 6	Aft Guns: Reload: 42.9
Turning (Fast): 8.4	Swivels: Reload: 7.6	Aft Guns: Range: 625
Capacity: 235	Swivels: Range: 100	Fore Guns: Damage: 32
Crew: 485	Topdeck: Damage: 24/28 (Upperdeck)	Fore Guns: Reload: 33.3
Integrity: Hull: 2,250	Topdeck: Reload: 14.3/22.9 (Upperdeck)	Fore Guns: Range: 575

Pros: Superior Firepower; superior armor

Cons: Naval Officer–only ship; slow Acceleration and Turning

Myrmidon Frigate

30 Guns

Level: 37	Integrity: Port: 1,060	Topdeck Range: 450
Career: Any	Integrity: Starboard: 1,060	Gundeck: Damage: 31
Durability: 8	Integrity: Bow: 530	Gundeck: Reload: 32
Size: Large	Integrity: Stern: 265	Gundeck: Range: 560
Speed: 15	Integrity: Sails: 2,340	Aft Guns: Damage: 32
Acceleration: 1.5	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 9.45	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 155	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 380	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,750	Topdeck: Reload: 20	Fore Guns: Range: —

Pros: Good crew rating; heavy Firepower

Cons: Slow Acceleration; limited maneuverability

Myrmidon Frigate (Civilian)

30 Guns

Level: 41	Integrity: Port: 1,007	Topdeck Range: 450
Career: Any	Integrity: Starboard: 1,007	Gundeck: Damage: 29.5
Durability: 1	Integrity: Bow: 504	Gundeck: Reload: 32
Size: Large	Integrity: Stern: 252	Gundeck: Range: 560
Speed: 13.88	Integrity: Sails: 2,223	Aft Guns: Damage: 30.4
Acceleration: 1.5	Swivels: Damage: 5.7	Aft Guns: Reload: 35
Turning (Fast): 8.85	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 155	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 349	Topdeck: Damage: 24.7	Fore Guns: Reload: —
Integrity: Hull: 1,663	Topdeck: Reload: 20	Fore Guns: Range: —

Pros: Good crew rating; heavy Firepower

Cons: Only available at high level; limited maneuverability

Myrmidon Heavy Frigate

Level: 41	Integrity: Port: 1,325	Topdeck Range: 450
Career: Any	Integrity: Starboard: 1,325	Gundeck: Damage: 31
Durability: 8	Integrity: Bow: 663	Gundeck: Reload: 32
Size: Large	Integrity: Stern: 331	Gundeck: Range: 560
Speed: 15	Integrity: Sails: 2,574	Aft Guns: Damage: 32
Acceleration: 1.5	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 9.45	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 155	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 380	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 2,188	Topdeck: Reload: 20	Fore Guns: Range: —

30 Guns

Pros: Good crew rating; well armored; heavy Firepower

Cons: Only available at high level; limited maneuverability

Myrmidon Mastercraft Frigate

Level: 46	Integrity: Port: 1,272	Topdeck Range: 475
Career: Any	Integrity: Starboard: 1,272	Gundeck: Damage: 32
Durability: 8	Integrity: Bow: 636	Gundeck: Reload: 31.8
Size: Large	Integrity: Stern: 318	Gundeck: Range: 575
Speed: 15	Integrity: Sails: 2,691	Aft Guns: Damage: 32
Acceleration: 1.5	Swivels: Damage: 6	Aft Guns: Reload: 31.8
Turning (Fast): 9.45	Swivels: Reload: 7.3	Aft Guns: Range: 575
Capacity: 155	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 380	Topdeck: Damage: 27	Fore Guns: Reload: —
Integrity: Hull: 2,100	Topdeck: Reload: 20	Fore Guns: Range: —

36 Guns

Pros: Good crew rating; well armored; heavy Firepower

Cons: Only available at high level; limited maneuverability

Mystique Polacre

Level: 26	Integrity: Port: 500	Topdeck Range: 475
Career: Any	Integrity: Starboard: 500	Gundeck: Damage: —
Durability: 5	Integrity: Bow: 250	Gundeck: Reload: —
Size: Large	Integrity: Stern: 125	Gundeck: Range: —
Speed: 15.5	Integrity: Sails: 1,900	Aft Guns: Damage: 29
Acceleration: 4.35	Swivels: Damage: 6	Aft Guns: Reload: 27
Turning (Fast): 13.15	Swivels: Reload: 8	Aft Guns: Range: 525
Capacity: 155	Swivels: Range: 100	Fore Guns: Damage: 26
Crew: 250	Topdeck: Damage: 27	Fore Guns: Reload: 20
Integrity: Hull: 850	Topdeck: Reload: 22	Fore Guns: Range: 450

18 Guns

Pros: Excellent Speed, Acceleration, and Turning; great boarding ship

Cons: Limited armor for ship size; below-average Firepower for size

Neptune's Disgrace Refit Galleon

Level: 38	Integrity: Port: 1,050	Topdeck Range: 525
Career: Pirate	Integrity: Starboard: 1,050	Gundeck: Damage: —
Durability: 2	Integrity: Bow: 525	Gundeck: Reload: —
Size: Large	Integrity: Stern: 263	Gundeck: Range: —
Speed: 16.5	Integrity: Sails: 2,080	Aft Guns: Damage: 32
Acceleration: 0.63	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 10.1	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 400	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 230	Topdeck: Damage: 29	Fore Guns: Reload: —
Integrity: Hull: 2,000	Topdeck: Reload: 27	Fore Guns: Range: —

34 Guns

Pros: Well armored; effective Firepower

Cons: Pirate-only ship; limited maneuverability

Oliphant Heavy Indiaman

44 Guns

Level: 50	Integrity: Port: 1,400	Topdeck Range: 350/400 (Upperdeck)
Career: Freetrader	Integrity: Starboard: 1,400	Gundeck: Damage: 33
Durability: 10	Integrity: Bow: 700	Gundeck: Reload: 32.2
Size: Huge	Integrity: Stern: 350	Gundeck: Range: 585
Speed: 15.3	Integrity: Sails: 2,745	Aft Guns: Damage: 38
Acceleration: 0.85	Swivels: Damage: 6	Aft Guns: Reload: 39.1
Turning (Fast): 7.07	Swivels: Reload: 7	Aft Guns: Range: 625
Capacity: 1,000	Swivels: Range: 100	Fore Guns: Damage: 29
Crew: 400	Topdeck: Damage: 24/25 (Upperdeck)	Fore Guns: Reload: 23.5
Integrity: Hull: 2,373	Topdeck: Reload: 13/14.8 (Upperdeck)	Fore Guns: Range: 525

Pros: Superior Capacity; superior Firepower; superior armor

Cons: Slow Acceleration; slow maneuverability

Oliphant Indiaman

44 Guns

Level: 44	Integrity: Port: 1,000	Topdeck Range: 350/400 (Upperdeck)
Career: Freetrader	Integrity: Starboard: 1,000	Gundeck: Damage: 33
Durability: 7	Integrity: Bow: 500	Gundeck: Reload: 37
Size: Large	Integrity: Stern: 250	Gundeck: Range: 585
Speed: 15.3	Integrity: Sails: 2,745	Aft Guns: Damage: 38
Acceleration: 0.85	Swivels: Damage: 6	Aft Guns: Reload: 45
Turning (Fast): 7.07	Swivels: Reload: 8	Aft Guns: Range: 625
Capacity: 1,000	Swivels: Range: 100	Fore Guns: Damage: 29
Crew: 400	Topdeck: Damage: 24/25 (Upperdeck)	Fore Guns: Reload: 27
Integrity: Hull: 1,825	Topdeck: Reload: 15/17 (Upperdeck)	Fore Guns: Range: 525

Pros: Great cargo Capacity; great crew rating; superior Firepower

Cons: Freetrader-only ship; poor Acceleration; poor Turning ability

Oliphant Mastercraft Indiaman

46 Guns

Level: 50	Integrity: Port: 1,150	Topdeck Range: 350/475 (Upperdeck)
Career: Freetrader	Integrity: Starboard: 1,150	Gundeck: Damage: 35
Durability: 6	Integrity: Bow: 575	Gundeck: Reload: 31.8
Size: Large	Integrity: Stern: 288	Gundeck: Range: 600
Speed: 15.3	Integrity: Sails: 2,745	Aft Guns: Damage: 38
Acceleration: 0.85	Swivels: Damage: 6	Aft Guns: Reload: 40.9
Turning (Fast): 7.07	Swivels: Reload: 7.3	Aft Guns: Range: 625
Capacity: 1,000	Swivels: Range: 100	Fore Guns: Damage: 29
Crew: 400	Topdeck: Damage: 24/27 (Upperdeck)	Fore Guns: Reload: 24.5
Integrity: Hull: 2,099	Topdeck: Reload: 13.6/20 (Upperdeck)	Fore Guns: Range: 525

Pros: Great cargo Capacity; great crew rating; superior Firepower

Cons: Freetrader-only ship; poor Acceleration; poor Turning ability

Otter Skuda

6 Guns

Level: 5	Integrity: Port: 360	Topdeck Range: 300
Career: Any	Integrity: Starboard: 360	Gundeck: Damage: —
Durability: 40	Integrity: Bow: 180	Gundeck: Reload: —
Size: Small	Integrity: Stern: 90	Gundeck: Range: —
Speed: 15	Integrity: Sails: 695	Aft Guns: Damage: —
Acceleration: 3.95	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 13.5	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 140	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 50	Topdeck: Damage: 23	Fore Guns: Reload: —
Integrity: Hull: 625	Topdeck: Reload: 12	Fore Guns: Range: —

Pros: Available at low level; above-average Acceleration

Cons: Below-average cargo Capacity; vulnerable armor

Otter Skuda (Civilian)

Level: 4
Career: Any
Durability: 1
Size: Small
Speed: 13.88
Acceleration: 3.95
Turning (Fast): 12.64
Capacity: 140
Crew: 46
Integrity: Hull: 594

Integrity: Port: 342
Integrity: Starboard: 342
Integrity: Bow: 171
Integrity: Stern: 86
Integrity: Sails: 660
Swivels: Damage: 5.7
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 21.9
Topdeck: Reload: 12

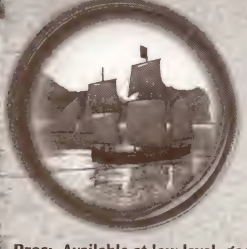
Topdeck Range: 300
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

6 Guns

Pros: Available at low level; above-average Acceleration

Cons: Slow Speed; below-average cargo Capacity; vulnerable armor

Otter Skuda (Fallback)



Level: 4
Career: Any
Durability: 1
Size: Small
Speed: 15
Acceleration: 3.95
Turning (Fast): 13.5
Capacity: 140
Crew: 50
Integrity: Hull: 625

Integrity: Port: 360
Integrity: Starboard: 360
Integrity: Bow: 180
Integrity: Stern: 90
Integrity: Sails: 695
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 23
Topdeck: Reload: 12

Topdeck Range: 300
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

6 Guns

Pros: Available at low level; good Speed, Acceleration, and Turning

Cons: Vulnerable armor; limited Firepower

Postillionen Frigate

Level: 21
Career: Any
Durability: 5
Size: Medium
Speed: 15.5
Acceleration: 1.5
Turning (Fast): 12
Capacity: 120
Crew: 120
Integrity: Hull: 1,200

Integrity: Port: 720
Integrity: Starboard: 720
Integrity: Bow: 360
Integrity: Stern: 180
Integrity: Sails: 1,500
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 28
Topdeck: Reload: 24

Topdeck Range: 500
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

20 Guns

Pros: Excellent Speed; excellent maneuverability

Cons: Slow Acceleration; limited Firepower; limited armor

Prince First Rate

Level: 50
Career: Naval Officer
Durability: 4
Size: Huge
Speed: 17.5
Acceleration: 0.38
Turning (Fast): 3.91
Capacity: 375
Crew: 800
Integrity: Hull: 3,100

Integrity: Port: 1,880
Integrity: Starboard: 1,880
Integrity: Bow: 940
Integrity: Stern: 470
Integrity: Sails: 4,125
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 30/ 32 (Upperdeck)/46 (Middeck)
Topdeck: Reload: 30/35 (Upperdeck)/64 (Middeck)

Topdeck Range: 540/575 (Upperdeck)/650 (Middeck)
Gundeck: Damage: 56
Gundeck: Reload: 80
Gundeck: Range: 650
Aft Guns: Damage: 56
Aft Guns: Reload: 80
Aft Guns: Range: 650
Fore Guns: Damage: 32
Fore Guns: Reload: 35
Fore Guns: Range: 575

100 Guns

Pros: Fastest ship on the seas; great crew rating; extremely well armored; second-best Firepower of all ships

Cons: Naval Officer–only ship; poor Acceleration; worst Turning ability

Raa Courier Frigate

28 Guns

Level: 28	Integrity: Port: 720	Topdeck Range: 350
Career: Any	Integrity: Starboard: 720	Gundeck: Damage: 28
Durability: 5	Integrity: Bow: 360	Gundeck: Reload: 24
Size: Large	Integrity: Stern: 180	Gundeck: Range: 500
Speed: 14.5	Integrity: Sails: 1,800	Aft Guns: Damage: —
Acceleration: 3.61	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 10.82	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 115	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 195	Topdeck: Damage: 24	Fore Guns: Reload: —
Integrity: Hull: 1,050	Topdeck: Reload: 15	Fore Guns: Range: —

Pros: Good Speed; good Acceleration and maneuverability; cheaper than normal Raa Frigate

Cons: Limited Capacity; limited Firepower

Raa Frigate

32 Guns

Level: 32	Integrity: Port: 800	Topdeck Range: 350
Career: Any	Integrity: Starboard: 800	Gundeck: Damage: 29
Durability: 10	Integrity: Bow: 400	Gundeck: Reload: 27
Size: Large	Integrity: Stern: 200	Gundeck: Range: 525
Speed: 14	Integrity: Sails: 2,000	Aft Guns: Damage: —
Acceleration: 3.19	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 10.57	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 115	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 195	Topdeck: Damage: 24	Fore Guns: Reload: —
Integrity: Hull: 1,135	Topdeck: Reload: 15	Fore Guns: Range: —

Pros: Good Firepower; quick reload

Cons: Slow Speed; below-average maneuverability

Raa Frigate (Civilian)

32 Guns

Level: 36	Integrity: Port: 760	Topdeck Range: 350
Career: Any	Integrity: Starboard: 760	Gundeck: Damage: 27.6
Durability: 1	Integrity: Bow: 380	Gundeck: Reload: 27
Size: Large	Integrity: Stern: 190	Gundeck: Range: 525
Speed: 12.95	Integrity: Sails: 1,900	Aft Guns: Damage: —
Acceleration: 3.19	Swivels: Damage: 5.7	Aft Guns: Reload: —
Turning (Fast): 9.9	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 115	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 170	Topdeck: Damage: 22.8	Fore Guns: Reload: —
Integrity: Hull: 1,078	Topdeck: Reload: 15	Fore Guns: Range: —

Pros: Good Firepower; quick reload

Cons: Slow Speed; below-average maneuverability

Raa Heavy Frigate

32 Guns

Level: 34	Integrity: Port: 1,040	Topdeck Range: 350
Career: Any	Integrity: Starboard: 1,040	Gundeck: Damage: 29
Durability: 10	Integrity: Bow: 520	Gundeck: Reload: 25.7
Size: Large	Integrity: Stern: 260	Gundeck: Range: 525
Speed: 14	Integrity: Sails: 2,000	Aft Guns: Damage: —
Acceleration: 3.19	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 10.57	Swivels: Reload: 7.6	Aft Guns: Range: —
Capacity: 115	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 195	Topdeck: Damage: 24	Fore Guns: Reload: —
Integrity: Hull: 1,249	Topdeck: Reload: 14.3	Fore Guns: Range: —

Pros: Good Speed; good Acceleration and maneuverability; good crew

Cons: Limited Capacity; limited Firepower

Raa Mastercraft Frigate

Level: 39
Career: Any
Durability: 10
Size: Large
Speed: 14
Acceleration: 3.19
Turning (Fast): 10.57
Capacity: 115
Crew: 195
Integrity: Hull: 1,305

Integrity: Port: 920
Integrity: Starboard: 920
Integrity: Bow: 460
Integrity: Stern: 230
Integrity: Sails: 2,200
Swivels: Damage: 6
Swivels: Reload: 7
Swivels: Range: 100
Topdeck: Damage: 25
Topdeck: Reload: 14.8

Topdeck Range: 400
Gundeck: Damage: 29
Gundeck: Reload: 23.5
Gundeck: Range: 525
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

36 Guns

Pros: Good Speed; good Acceleration and maneuverability; good crew

Cons: Limited Capacity; limited Firepower

Raa Sleek Frigate

Level: 36
Career: Any
Durability: 10
Size: Large
Speed: 14.75
Acceleration: 3.52
Turning (Fast): 11
Capacity: 125
Crew: 200
Integrity: Hull: 1,220

Integrity: Port: 920
Integrity: Starboard: 920
Integrity: Bow: 460
Integrity: Stern: 230
Integrity: Sails: 2,200
Swivels: Damage: 6
Swivels: Reload: 7.4
Swivels: Range: 100
Topdeck: Damage: 24
Topdeck: Reload: 14

Topdeck Range: 350
Gundeck: Damage: 29
Gundeck: Reload: 25.1
Gundeck: Range: 525
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

32 Guns

Pros: Good Speed; good Acceleration and maneuverability; good crew

Cons: Limited Capacity; limited Firepower

Reaper's Grasp Refit Bark

Level: 29
Career: Pirate
Durability: 2
Size: Large
Speed: 15.75
Acceleration: 1.55
Turning (Fast): 11.5
Capacity: 285
Crew: 285
Integrity: Hull: 1,155

Integrity: Port: 672
Integrity: Starboard: 672
Integrity: Bow: 336
Integrity: Stern: 168
Integrity: Sails: 1,540
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 25
Topdeck: Reload: 17

Topdeck Range: 400
Gundeck: Damage: 28
Gundeck: Reload: 24
Gundeck: Range: 500
Aft Guns: Damage: 32
Aft Guns: Reload: 35
Aft Guns: Range: 575
Fore Guns: Damage: 30
Fore Guns: Reload: 30
Fore Guns: Range: 540

28 Guns

Pros: Excellent Firepower; above-average Capacity; above-average armor

Cons: Pirate-only ship; slow Acceleration

Reason Naval Fourth Rate

Level: 50
Career: Naval Officer
Durability: 2
Size: Huge
Speed: 15
Acceleration: 0.75
Turning (Fast): 7.65
Capacity: 220
Crew: 475
Integrity: Hull: 2,475

Integrity: Port: 1,584
Integrity: Starboard: 1,584
Integrity: Bow: 792
Integrity: Stern: 396
Integrity: Sails: 2,937
Swivels: Damage: 6
Swivels: Reload: 7.3
Swivels: Range: 100
Topdeck: Damage: 27/31 (Upperdeck)
Topdeck: Reload: 20/29.1 (Upperdeck)

Topdeck Range: 475/560 (Upperdeck)
Gundeck: Damage: 42
Gundeck: Reload: 50
Gundeck: Range: 640
Aft Guns: Damage: 38
Aft Guns: Reload: 40.9
Aft Guns: Range: 625
Fore Guns: Damage: 32
Fore Guns: Reload: 31.8
Fore Guns: Range: 575

52 Guns

Pros: Fast ship; great crew rating; well armored; superior Firepower

Cons: Naval Officer–only ship; poor Acceleration; only available at high level

Renard Chasse-Maree

Level: 4
Career: Any
Durability: 30
Size: Small
Speed: 14
Acceleration: 2.96
Turning (Fast): 11.7
Capacity: 140
Crew: 55
Integrity: Hull: 600

Integrity: Port: 348
Integrity: Starboard: 348
Integrity: Bow: 174
Integrity: Stern: 87
Integrity: Sails: 680
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 24
Topdeck: Reload: 15

Topdeck Range: 350
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

6 Guns

Pros: Available at low level; above-average maneuverability

Cons: Below-average cargo Capacity; vulnerable armor

San Mateo Galleon

Level: 50
Career: Freetrader
Durability: 14
Size: Large
Speed: 17
Acceleration: 0.45
Turning (Fast): 7.2
Capacity: 1,400
Crew: 300
Integrity: Hull: 2,300

Integrity: Port: 1,400
Integrity: Starboard: 1,400
Integrity: Bow: 700
Integrity: Stern: 350
Integrity: Sails: 3,095
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: 32
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: 38
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: 29
Fore Guns: Reload: 27
Fore Guns: Range: 525

40 Guns

Pros: Great cargo Capacity; good crew rating; well armored; superior Firepower

Cons: Limited Capacity; limited Firepower

San Mateo Heavy Galleon

Level: 50
Career: Freetrader
Durability: 14
Size: Large
Speed: 17
Acceleration: 0.45
Turning (Fast): 7.2
Capacity: 1,400
Crew: 300
Integrity: Hull: 2,875

Integrity: Port: 1,750
Integrity: Starboard: 1,750
Integrity: Bow: 875
Integrity: Stern: 438
Integrity: Sails: 3,869
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: 32
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: 38
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: 29
Fore Guns: Reload: 27
Fore Guns: Range: 525

40 Guns

Pros: Great cargo Capacity; good crew rating; well armored; superior Firepower

Cons: Freetrader-only ship; very slow Acceleration

San Mateo Stripped Galleon

Level: 40
Career: Freetrader
Durability: 9
Size: Large
Speed: 17
Acceleration: 0.45
Turning (Fast): 7.2
Capacity: 1,400
Crew: 300
Integrity: Hull: 2,300

Integrity: Port: 1,540
Integrity: Starboard: 1,540
Integrity: Bow: 770
Integrity: Stern: 385
Integrity: Sails: 3,095
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: —
Topdeck: Reload: —

Topdeck Range: —
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

0 Guns

Pros: Great cargo Capacity; well armored

Cons: Freetrader-only ship; slow Acceleration

San Mateo Trader's Galleon

Level: 50
Career: Freetrader
Durability: 19
Size: Large
Speed: 17.75
Acceleration: 0.45
Turning (Fast): 7.2
Capacity: 2,250
Crew: 350
Integrity: Hull: 2,300

Integrity: Port: 1,750
Integrity: Starboard: 1,750
Integrity: Bow: 875
Integrity: Stern: 438
Integrity: Sails: 3,095
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: 30
Gundeck: Reload: 30
Gundeck: Range: 540
Aft Guns: Damage: 38
Aft Guns: Reload: 45
Aft Guns: Range: 625
Fore Guns: Damage: 29
Fore Guns: Reload: 27
Fore Guns: Range: 525

40 Guns

Pros: Best cargo Capacity; good crew rating; well armored; superior Firepower

Cons: Freetrader-only ship; slow Acceleration; only available at high level

Santiago Galleon

Level: 27
Career: Freetrader
Durability: 20
Size: Large
Speed: 16.25
Acceleration: 0.63
Turning (Fast): 8.1
Capacity: 870
Crew: 180
Integrity: Hull: 1,600

Integrity: Port: 840
Integrity: Starboard: 840
Integrity: Bow: 420
Integrity: Stern: 210
Integrity: Sails: 2,080
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 29
Topdeck: Reload: 27

Topdeck Range: 525
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: 32
Aft Guns: Reload: 35
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Great cargo Capacity; effective Firepower

Cons: Freetrader-only ship; slow Speed

Santiago Galleon (Civilian)

Level: 32
Career: Any
Durability: 1
Size: Large
Speed: 15.03
Acceleration: 0.63
Turning (Fast): 7.58
Capacity: 530
Crew: 165
Integrity: Hull: 1,520

Integrity: Port: 798
Integrity: Starboard: 798
Integrity: Bow: 399
Integrity: Stern: 200
Integrity: Sails: 1,976
Swivels: Damage: 5.7
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 27.6
Topdeck: Reload: 27

Topdeck Range: 525
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: 30.4
Aft Guns: Reload: 35
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Good cargo Capacity; effective Firepower

Cons: Very slow; limited maneuverability

Santiago Trader's Galleon

Level: 36
Career: Freetrader
Durability: 16
Size: Large
Speed: 17.25
Acceleration: 0.63
Turning (Fast): 8.1
Capacity: 950
Crew: 190
Integrity: Hull: 1,840

Integrity: Port: 966
Integrity: Starboard: 966
Integrity: Bow: 483
Integrity: Stern: 242
Integrity: Sails: 2,392
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 29
Topdeck: Reload: 27

Topdeck Range: 525
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: 32
Aft Guns: Reload: 35
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

14 Guns

Pros: Great cargo Capacity; effective Firepower

Cons: Freetrader-only ship; limited maneuverability

St. Anne Schooner

4 Guns

Level: 1
Career: Any
Durability: 50
Size: Small
Speed: 13
Acceleration: 5.5
Turning (Fast): 18
Capacity: 30
Crew: 20
Integrity: Hull: 280

Integrity: Port: 200
Integrity: Starboard: 200
Integrity: Bow: 100
Integrity: Stern: 50
Integrity: Sails: 425
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 23
Topdeck: Reload: 12

Topdeck Range: 300
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

Pros: Great Acceleration; good Turning ability; available at low level

Cons: Slow ship; weak cargo Capacity; extremely vulnerable armor

Stralsund Frigate

28 Guns

Level: 27
Career: Any
Durability: 10
Size: Large
Speed: 14.5
Acceleration: 1.65
Turning (Fast): 11.25
Capacity: 145
Crew: 260
Integrity: Hull: 1,325

Integrity: Port: 760
Integrity: Starboard: 760
Integrity: Bow: 380
Integrity: Stern: 190
Integrity: Sails: 1,575
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 24
Topdeck: Reload: 15

Topdeck Range: 350
Gundeck: Damage: 30
Gundeck: Reload: 30
Gundeck: Range: 540
Aft Guns: Damage: 32
Aft Guns: Reload: 35
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

Pros: Heavy Firepower; above-average crew rating

Cons: Below-average Speed; below-average Acceleration

Stralsund Frigate (Civilian)

28 Guns

Level: 30
Career: Any
Durability: 1
Size: Large
Speed: 13.41
Acceleration: 1.65
Turning (Fast): 10.53
Capacity: 145
Crew: 239
Integrity: Hull: 1,259

Integrity: Port: 722
Integrity: Starboard: 722
Integrity: Bow: 361
Integrity: Stern: 181
Integrity: Sails: 1,496
Swivels: Damage: 5.7
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 22.8
Topdeck: Reload: 15

Topdeck Range: 350
Gundeck: Damage: 28.5
Gundeck: Reload: 30
Gundeck: Range: 540
Aft Guns: Damage: 30.4
Aft Guns: Reload: 35
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

Pros: Heavy Firepower; above-average crew rating

Cons: Below-average Speed; below-average Acceleration

Stralsund Mastercraft Frigate

32 Guns

Level: 33
Career: Any
Durability: 8
Size: Large
Speed: 14.5
Acceleration: 1.65
Turning (Fast): 11.25
Capacity: 145
Crew: 270
Integrity: Hull: 1,491

Integrity: Port: 855
Integrity: Starboard: 855
Integrity: Bow: 428
Integrity: Stern: 214
Integrity: Sails: 1,811
Swivels: Damage: 6
Swivels: Reload: 7
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 17.4

Topdeck Range: 450
Gundeck: Damage: 31
Gundeck: Reload: 27.8
Gundeck: Range: 560
Aft Guns: Damage: 32
Aft Guns: Reload: 30.4
Aft Guns: Range: 575
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

Pros: Heavy Firepower; above-average crew rating

Cons: Below-average Speed; below-average Acceleration

Stralsund Stripped Frigate

Level: 27
Career: Any
Durability: 10
Size: Large
Speed: 14.5
Acceleration: 1.7
Turning (Fast): 11.25
Capacity: 395
Crew: 260
Integrity: Hull: 1,250

Integrity: Port: 760
Integrity: Starboard: 760
Integrity: Bow: 380
Integrity: Stern: 190
Integrity: Sails: 1,575
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: —
Topdeck: Reload: —

Topdeck Range: —
Gundeck: Damage: —
Gundeck: Reload: —
Gundeck: Range: —
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

0 Guns

Pros: Great cargo Capacity; good Speed and Turning

Cons: Very limited Firepower; slow Acceleration

Sultan Flute

Level: 41
Career: Freetrader
Durability: 10
Size: Large
Speed: 16.65
Acceleration: 0.82
Turning (Fast): 9.3
Capacity: 1,150
Crew: 165
Integrity: Hull: 1,100

Integrity: Port: 720
Integrity: Starboard: 720
Integrity: Bow: 360
Integrity: Stern: 180
Integrity: Sails: 1,800
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 24/26 (Upperdeck)
Topdeck: Reload: 15/20 (Upperdeck)

Topdeck Range: 350/450 (Upperdeck)
Gundeck: Damage: 32
Gundeck: Reload: 35
Gundeck: Range: 575
Aft Guns: Damage: 36
Aft Guns: Reload: 42
Aft Guns: Range: 615
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

26 Guns

Pros: Superior cargo Capacity; excellent Firepower; good Speed

Cons: Slow Acceleration; limited armor for the size

Tigre Frigate

Level: 48
Career: Any
Durability: 10
Size: Large
Speed: 13.75
Acceleration: 3.08
Turning (Fast): 9.14
Capacity: 125
Crew: 335
Integrity: Hull: 1,650

Integrity: Port: 1,160
Integrity: Starboard: 1,160
Integrity: Bow: 580
Integrity: Stern: 290
Integrity: Sails: 2,400
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 29
Topdeck: Reload: 27

Topdeck Range: 525
Gundeck: Damage: 34
Gundeck: Reload: 41
Gundeck: Range: 600
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

38 Guns

Pros: Excellent crew; good Speed, Acceleration, and Turning

Cons: Small Capacity; limited Firepower

Tigre Heavy Frigate

Level: 50
Career: Any
Durability: 10
Size: Large
Speed: 13.5
Acceleration: 2.93
Turning (Fast): 8.14
Capacity: 125
Crew: 325
Integrity: Hull: 1,980

Integrity: Port: 1,392
Integrity: Starboard: 1,392
Integrity: Bow: 696
Integrity: Stern: 348
Integrity: Sails: 2,400
Swivels: Damage: 6
Swivels: Reload: 8
Swivels: Range: 100
Topdeck: Damage: 26
Topdeck: Reload: 20

Topdeck Range: 450
Gundeck: Damage: 34
Gundeck: Reload: 41
Gundeck: Range: 600
Aft Guns: Damage: —
Aft Guns: Reload: —
Aft Guns: Range: —
Fore Guns: Damage: —
Fore Guns: Reload: —
Fore Guns: Range: —

38 Guns

Pros: Excellent crew; good Speed, Acceleration, and Turning

Cons: Small Capacity; limited Firepower

Tigre Mastercraft Frigate

Level: 50	Integrity: Port: 1,189	Topdeck Range: 575
Career: Any	Integrity: Starboard: 1,189	Gundeck: Damage: 34
Durability: 10	Integrity: Bow: 595	Gundeck: Reload: 39
Size: Large	Integrity: Stern: 297	Gundeck: Range: 600
Speed: 13.75	Integrity: Sails: 2,400	Aft Guns: Damage: —
Acceleration: 3.08	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 9.14	Swivels: Reload: 7.6	Aft Guns: Range: —
Capacity: 125	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 335	Topdeck: Damage: 32	Fore Guns: Reload: —
Integrity: Hull: 1,691	Topdeck: Reload: 33.3	Fore Guns: Range: —

38 Guns

Pros: Excellent crew; good Speed, Acceleration, and Turning **Cons:** Small Capacity; limited Firepower

Tigre Sleek Frigate

Level: 50	Integrity: Port: 1,160	Topdeck Range: 500
Career: Any	Integrity: Starboard: 1,160	Gundeck: Damage: 32
Durability: 10	Integrity: Bow: 580	Gundeck: Reload: 35
Size: Large	Integrity: Stern: 290	Gundeck: Range: 575
Speed: 14.25	Integrity: Sails: 2,400	Aft Guns: Damage: —
Acceleration: 3.18	Swivels: Damage: 6	Aft Guns: Reload: —
Turning (Fast): 10.14	Swivels: Reload: 8	Aft Guns: Range: —
Capacity: 135	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 335	Topdeck: Damage: 28	Fore Guns: Reload: —
Integrity: Hull: 1,650	Topdeck: Reload: 24	Fore Guns: Range: —

38 Guns

Pros: Excellent crew; good Speed, Acceleration, and Turning **Cons:** Small Capacity; limited Firepower

Trinity Second Rate

Level: 50	Integrity: Port: 1,460	Topdeck Range: 450/560 (Upperdeck)/625 (Middeck)
Career: Naval Officer	Integrity: Starboard: 1,460	Gundeck: Damage: 44
Durability: 5	Integrity: Bow: 730	Gundeck: Reload: 60
Size: Huge	Integrity: Stern: 365	Gundeck: Range: 650
Speed: 17	Integrity: Sails: 3,310	Aft Guns: Damage: 52
Acceleration: 0.51	Swivels: Damage: 6	Aft Guns: Reload: 72
Turning (Fast): 5.75	Swivels: Reload: 8	Aft Guns: Range: 650
Capacity: 325	Swivels: Range: 100	Fore Guns: Damage: 32
Crew: 600	Topdeck: Damage: 26/31 (Upperdeck)/38 (Middeck)	Fore Guns: Reload: 35
Integrity: Hull: 2,550	Topdeck: Reload: 20/32 (Upperdeck)/45 (Middeck)	Fore Guns: Range: 575

92 Guns

Pros: Extremely fast; great crew rating; well armored; cannons on all decks **Cons:** Naval Officer–only ship; poor Acceleration; poor Turning ability

Triton Interceptor Frigate

Level: 43	Integrity: Port: 1,140	Topdeck Range: 450
Career: Any	Integrity: Starboard: 1,140	Gundeck: Damage: 32
Durability: 5	Integrity: Bow: 570	Gundeck: Reload: 35
Size: Huge	Integrity: Stern: 285	Gundeck: Range: 575
Speed: 17	Integrity: Sails: 2,375	Aft Guns: Damage: 32
Acceleration: 1.7	Swivels: Damage: 6	Aft Guns: Reload: 35
Turning (Fast): 11.7	Swivels: Reload: 8	Aft Guns: Range: 575
Capacity: 120	Swivels: Range: 100	Fore Guns: Damage: —
Crew: 225	Topdeck: Damage: 26	Fore Guns: Reload: —
Integrity: Hull: 1,600	Topdeck: Reload: 20	Fore Guns: Range: —

36 Guns

Pros: Excellent Firepower; good Speed; good maneuverability **Cons:** Slow Acceleration; limited Capacity

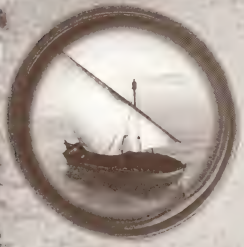
Triumphant Second Rate

Level: 50	Integrity: Port: 1,900	Topdeck Range: 350/525 (Upperdeck)/625 (Middeck)	82 Guns
Career: Naval Officer	Integrity: Starboard: 1,900	Gundeck: Damage: 56	
Durability: 4	Integrity: Bow: 950	Gundeck: Reload: 80	
Size: Huge	Integrity: Stern: 475	Gundeck: Range: 650	
Speed: 17	Integrity: Sails: 3,865	Aft Guns: Damage: 56	
Acceleration: 0.42	Swivels: Damage: 6	Aft Guns: Reload: 80	
Turning (Fast): 5.3	Swivels: Reload: 8	Aft Guns: Range: 650	
Capacity: 325	Swivels: Range: 100	Fore Guns: Damage: 29	
Crew: 750	Topdeck: Damage: 24/29 (Upperdeck)/38 (Middeck)	Fore Guns: Reload: 27	
Integrity: Hull: 2,900	Topdeck: Reload: 15/27 (Upperdeck)/45 (Middeck)	Fore Guns: Range: 525	

Pros: Extremely fast; great crew rating; second-best armored ship; cannons on all decks

Cons: Naval Officer–only ship; poor Acceleration; poor Turning ability

Trusty Longboat



Level: 1	Integrity: Port: 100	Topdeck Range: —	0 Guns
Career: Any	Integrity: Starboard: 100	Gundeck: Damage: —	
Durability: 50	Integrity: Bow: 50	Gundeck: Reload: —	
Size: Small	Integrity: Stern: 50	Gundeck: Range: —	
Speed: 13	Integrity: Sails: 610	Aft Guns: Damage: —	
Acceleration: 5.9	Swivels: Damage: 6	Aft Guns: Reload: —	
Turning (Fast): 38	Swivels: Reload: 8	Aft Guns: Range: —	
Capacity: 6	Swivels: Range: 100	Fore Guns: Damage: —	
Crew: 30	Topdeck: Damage: —	Fore Guns: Reload: —	
Integrity: Hull: 135	Topdeck: Reload: —	Fore Guns: Range: —	

Pros: Best Acceleration on the sea; best Turning; available at low level

Cons: Slow ship; terrible cargo Capacity; extremely vulnerable armor

Valiant Third Rate

Level: 50	Integrity: Port: 1,640	Topdeck Range: 450/585 (Upperdeck)	62 Guns
Career: Naval Officer	Integrity: Starboard: 1,640	Gundeck: Damage: 42	
Durability: 6	Integrity: Bow: 820	Gundeck: Reload: 55	
Size: Huge	Integrity: Stern: 410	Gundeck: Range: 640	
Speed: 16.5	Integrity: Sails: 3,315	Aft Guns: Damage: 52	
Acceleration: 0.6	Swivels: Damage: 6	Aft Guns: Reload: 72	
Turning (Fast): 5.97	Swivels: Reload: 8	Aft Guns: Range: 650	
Capacity: 275	Swivels: Range: 100	Fore Guns: Damage: 32	
Crew: 600	Topdeck: Damage: 26/33 (Upperdeck)	Fore Guns: Reload: 35	
Integrity: Hull: 2,500	Topdeck: Reload: 20/37 (Upperdeck)	Fore Guns: Range: 575	

Pros: Extremely fast; great crew rating; extremely well armored; superior Firepower

Cons: Naval Officer–only ship; poor Acceleration; only available at high level

Van Hoorn Snow

Level: 12	Integrity: Port: 500	Topdeck Range: 475	12 Guns
Career: Any	Integrity: Starboard: 500	Gundeck: Damage: —	
Durability: 5	Integrity: Bow: 250	Gundeck: Reload: —	
Size: Medium	Integrity: Stern: 125	Gundeck: Range: —	
Speed: 16.5	Integrity: Sails: 960	Aft Guns: Damage: 26	
Acceleration: 1.61	Swivels: Damage: 6	Aft Guns: Reload: 20	
Turning (Fast): 12.5	Swivels: Reload: 8	Aft Guns: Range: 450	
Capacity: 125	Swivels: Range: 100	Fore Guns: Damage: 24	
Crew: 100	Topdeck: Damage: 27	Fore Guns: Reload: 15	
Integrity: Hull: 800	Topdeck: Reload: 22	Fore Guns: Range: 350	

Pros: Fore and aft guns; good Speed and Turning

Cons: Limited crew; limited Capacity; limited armor

Wenden Third Rate

72 Guns

Level: 50	Integrity: Port: 1,440	Topdeck Range: 475/575 (Upperdeck)
Career: Naval Officer	Integrity: Starboard: 1,440	Gundeck: Damage: 44
Durability: 5	Integrity: Bow: 770	Gundeck: Reload: 60
Size: Huge	Integrity: Stern: 385	Gundeck: Range: 650
Speed: 16.5	Integrity: Sails: 3,315	Aft Guns: Damage: 52
Acceleration: 0.6	Swivels: Damage: 6	Aft Guns: Reload: 72
Turning (Fast): 6.2	Swivels: Reload: 8	Aft Guns: Range: 650
Capacity: 275	Swivels: Range: 100	Fore Guns: Damage: 32
Crew: 650	Topdeck: Damage: 27/32 (Upperdeck)	Fore Guns: Reload: 35
Integrity: Hull: 2,400	Topdeck: Reload: 22/35 (Upperdeck)	Fore Guns: Range: 575

Pros: Extremely fast; great crew rating; extremely well armored; superior Firepower

Cons: Naval Officer–only ship; poor Acceleration; only available at high level

Zuiderzee Yacht

0 Guns

Level: 1	Integrity: Port: 220	Topdeck Range: —
Career: Any	Integrity: Starboard: 220	Gundeck: Damage: —
Durability: 50	Integrity: Bow: 110	Gundeck: Reload: —
Size: Small	Integrity: Stern: 55	Gundeck: Range: —
Speed: 12.5	Integrity: Sails: 915	Aft Guns: Damage: —
Acceleration: 4.12	Swivels: Damage: —	Aft Guns: Reload: —
Turning (Fast): 21	Swivels: Reload: —	Aft Guns: Range: —
Capacity: 20	Swivels: Range: —	Fore Guns: Damage: —
Crew: 12	Topdeck: Damage: —	Fore Guns: Reload: —
Integrity: Hull: 300	Topdeck: Reload: —	Fore Guns: Range: —

Pros: Great Turning ability; available at low level

Cons: Very slow; weak cargo Capacity; extremely vulnerable armor

Tips from the Devs

I love the Xebec. First of all, it looks great and adds a bit of Barbary Corsairs flavor to the Caribbean. It's also got a big crew, which makes it perfect for boarding actions. Lastly, the two stern chasers are really handy for knocking out the front armor of pursuing ships. Xebec all the way, baby.

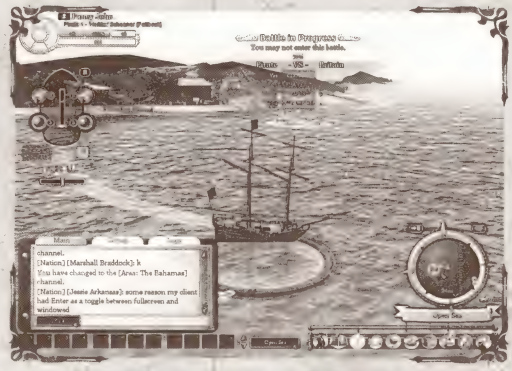
—Chris Pramas

Player vs. Player (PvP)

No nation can sail the ocean without participating in PvP. To win the game and control the world, you must be willing to face your enemy on the open sea. You work together as a nation to achieve the ultimate victory, and yet it is individual skill and ability that allows one ship to best another.

Once you hit the open sea, prepare for the unexpected.

The object of PvP is to rule the world. You accomplish this by controlling the most ports in the Caribbean. Each nation receives Conquest points for the number of ports controlled and captured. There are two ways to earn these points: perform special missions or attack ships in the area around the port.



When the local unrest reaches a "state of piracy," expect Pirates to prey upon unsuspecting ships.

Tip

Think the sea gods have it in fer ye? Too many scallywags joinin' the enemy? If a server be unbalanced, the result be a very short "conquest" period so that ye can restart on even terms.

Initially there are no PvP areas where you can jump in and get a quick kill. PvP is started by the players and ended by them in a "final battle." Open the map and highlight a port to show that port's unrest state. There is also a box you can check or uncheck to show the unrest and PvP areas. On the map circling around the ship icon are two red shaded circles. The inner circle is the PvP area; the outer circle is the pirate PvP area.

When a nation reaches 6,000 Unrest points, the area turns into a state of piracy. Pirates can now attack nations, and nations can attack pirates. A given nation can force only three ports into piracy, so only 12 areas in the game can be in the piracy state. At 8,000 Unrest points, the area turns into a PvP area, where anyone can be attacked.

At 10,000 Unrest points, the port turns into a state of contention. In 24 hours there will be a final battle between the port's defending owner and the nation that reached 10,000 Unrest points. After the final battle, the victory status is recorded.

During an unrest state, the port's defending owner can lower the attacking nation's points by attacking NPC ships. For example, if Pirates are attacking a French-owned port and the Pirates have 206 points and you destroy a Pirate NPC in the area, the Pirate's points drop to around 196. Also, during a contention state, both the attacking nation and the defending nation can accumulate points that will contribute toward the final battle. The top 24 contributors will get an invitation to the final battle.

One of the importances of PvP is to provide a nation with special resources. Each port has unique resources. Prices are low or excessively high, depending on who owns the port. Owning the port lowers the tax rate for that nation.

Seizing ports for your nation helps the cause with extra resources and tax benefits.

A port under attack may cause a blockade and prevent you from reaching that destination.

Keep in mind that PvP play will also seriously affect the game's economy as ports are blockaded and sacked. The prices for doing business in a sacked port can be steep and can take a significant cut of the profits. Sailing the open sea can be treacherous when you suddenly need ore located behind a picket line.

If you see a ship that looks like an easy target, check the area to make sure it isn't bait. To attack it, you must be within a couple of miles, then click the Attack button located on the Ability bar at the bottom of your user interface. This will move you and your combatant into an instance (this doesn't mean that other players cannot join the instance). Hit O and see where the opponents are located in relationship to your ship; you can then start to develop a strategy for taking them down.

To win the PvP encounter, you must either board and take control of the other ship or send the ship to Davy Jones's locker. To do this, a captain has an assortment of shot available for his cannons. Canister shot will clear a deck of sailors in just a couple hits. Bar shot will quickly destroy the sails on an opposing vessel. Round bronze shot is best used when attacking the lightly armored rear of a ship. Damage to the rudder will make the ship difficult to control and will allow you to isolate the opposing vessel and prevent them from bringing their guns to bear.

Before you launch a PvP attack, scan the area to make sure your target sails alone.

To take a port, use the Grapple function and move into a boarding instance. When in a boarding instance for a port, the same functions apply, but groups consist of nine people instead of six.

Tips from the Devs

It's all about the cannons for me, but the rum that gets your crew back on their feet is also a piece of gear that I use often. Naturally, getting the better quality cannons and rum is a big deal.

—Funny Bunny

Knowing when to use your consumables will probably make the difference in a battle against experienced opponents.

Consumables are used to replace sailors, fix sails, or repair damage to the ship's structure. Consumables are on a timer, so don't plan on using them multiple times in a single engagement; also, make sure to choose the right consumable at the right time. If the opponent has cleared the decks and maneuvered to board, a jig of rum will recover the crew just in time to repel the boarders. Yet, if you used a hull patch to recover armor, then you might not be able to use the rum to recover crew. Always try to think a few moves ahead of your opponent.

Which Side Are Ye?

Choose your nation wisely, as you can only pick one nation per server.

Every nation has similar abilities, since abilities are career-based not nation-based; there is no consideration for one nation over another other than personal choice. The ports are not static, and they can and will change hands. Players can pick only one nation per server, thus preventing them from tipping ports, then defending them.

To prevent one nation from gaining a huge advantage because of sheer numbers, the game checks to see if a nation has reached a certain amount of Victory points and then resets for a 24-hour lockdown period where no PvP may occur. In the next round, the two losing nations get bonus points, giving them a head start for that battle.

Dangers to Yer Person and Port

When a pair of crossed sabers appears over the top of a ship, they are targeting you. NPCs can initiate a combat, and if you're traveling through a PvP area, you are a target for every ship in the area. If you see a pair of crossed sabers over NPC ships, they're attacking. However, NPCs will not attack if you have a friendly faction with them.

Crossed sabers indicate hostility; avoid that enemy unless you're itching to light your cannons.

Tip

If ye be sailin' on the open sea and suddenly enter an instance, hit the Tab button to target the nearest enemy and see if that enemy is worth engagin'. If not, simply sail away from the opponent until ye are able to exit.

Out in the open sea, if two ships have a golden banner over their position, they are engaged in a sea battle. Move the mouse over them to see the status of the battle and if you can join. If one of the parties in the fight is not in a group with you, then you probably won't be allowed to join.

When you see an open battle, jump in to help an ally.

On the map is a list of the PvP areas and the point count for each nation. If a port is in contention, it will list the amount of time left until the battle for the port begins. As the time gets close, the battle participants will be notified and asked if they wish to participate. Consider putting more than one port into contention at approximately the same time. This enables an attacking nation to split the defenders between all the ports under contention, while allowing the attackers to mass at a single port and overwhelm the defenders.

Be careful not to accidentally wander into a PvP area. If you appear in the middle of an unwanted conflict, boost your speed to full and immediately rotate to take advantage of the wind and currents. You can make for the edge of the PvP zone or, if it's closer, head for the nearest port and escape.

Bits o' Wisdom fer PvP

On missions, you can usually do your own thing, and if it fails, you just retry the mission. However, in PvP, there are no do-overs. Be prepared for battling one-on-one and within the chaos of large groups, knowing that the strategy for both is quite different.

Coordinate your tactics with the group or you could become a casualty in the multiplayer chaos.

Solo Play

Normally, soloing is suicide; a group will jump you and you'll die quickly. However, you might run into an ethical opponent who has enough integrity to have a duel. Duels can be fun and lengthy. If the opponents are evenly matched, the duel can last a long time with both ships repairing and replacing crew. Trade volleys with your opponent. If the opponent clears your deck, return the favor to prevent him from boarding your ship. Oftentimes the first player to use a consumable is at the disadvantage; therefore, watch the opponent's Buff bar for the consumable icons. If one of these activate, then you know that you can clear the deck and board as long as you have rum to recover your crew.

Taking out sails is another way to force your opponent to use a consumable. If they want to move, they must repair their sails. During this time of consumable recovery, a ship is at its most vulnerable state. They cannot offset all the damage you can do to them in this time period. In those precious minutes, you must be in a position to take them down.

Tips from the Devs

If you're in a bigger ship, you can push smaller ships around. A good skipper can use this ability to re-align other ships by ramming their bow or stern. For example, you could "re-align" an enemy ship so it's facing into the wind, giving your allies free shots on whichever armor facing they want.

—Bryan "HighLevelMob?" Yarrow

Each ship has trade-offs. In general, the smaller the ship, the quicker it turns and the faster it sails, but small ships have limited firepower. Guns allow you to damage the other ship and crew. When a small ship goes up against a big ship, the big ship wins. However, several small ships might be able to bring a large ship down. A ship of the line can sink many small ships (even those that are Level 40) with just one broadside volley, so be careful when attacking one of these massive ships—the only real safe spot is the bow or stern.

Try out several methods to destroy enemy vessels and settle on the approach that works best for your ship. Two PvP styles that are effective against an unsuspecting opponent are grappling and heavy bomb offense. Grappling is the way to go against NPC ships if you're trying to rip through quickly to earn doubloons, experience, and Unrest points for your nation. Grappling may be more difficult against players, however, as they tend to evade more and fire off more cannon shots, thus damaging you more as you approach.

Tips from the Devs

Favorite maneuver? Move in upwind and start dismantling their ship with anti-personnel shots. It cuts their maneuverability and slows down their rate of fire and repair.

—Funny Bunny

Sail in tight to succeed at a grappling attempt.

A sample grappling technique for a Privateer might go something like this: First, use Demoralize. When you're within 100 feet, fire off Foul Lines, followed by Crippling Enemy and Cut Shroud to slow them down. Eventually, use Grappling 2 and then engage in a grapple at 70+ percent. The general principle is the same for the other careers, though some are stronger with their grappling abilities than others.

Tip

Be sure ye have the wind at yer back in open seas. Should ye enter a battle instance, ye will start with that same wind behind yer ship.

Heavy offense will prove more helpful as a bomber in the final battle. A Privateer's big firepower attack might consist of something like this—Crew Focus: Gunnery (damage bonus), Surprise Attack (reload gun rate); Unpredictability: Offense (damage bonus), Signals (debuff), Hit and Run (damage bonus), and All or Nothing Shot (damage bonus). Again, apply your career abilities as best you can, with the idea of smashing your enemy hard and fast.

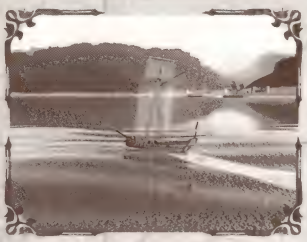
Group PvP

Generally, a group will target all their attacks on a close enemy ship, destroy it, and then move on to a new target.

In PvP battles, you must have a battle plan. It's best to target a single ship and bring all forces to bear on it to take it out. If you can maneuver your fleet into a position where your enemy cannot bring their guns to bear, then do so and attack as quickly as possible. You probably won't be using much crew shot here, and you may instruct your fleet to use bar and round shot. This way you attack two sources of resources, and unless your enemy has the rare consumable that patches multiple ship stats, they will have to choose between armor, structure, or sails. You want to do the most damage in the shortest amount of time, so round shot is the weaponry of choice.

The tactics between open-sea PvP and a port battle can be vastly different. In open-sea PvP, there are typically fewer players and the area to sail in is much greater. This allows for more flexibility in attacking your opponents. During a port battle, the defenders all begin in front of the fort, and the attackers are positioned in front of the defenders. Having a stationary target makes it much easier to concentrate fire on a single ship, especially since numbers on either side may dwindle quickly, and you want the edge throughout. When 200+ cannonballs are hitting you all at once, the damage is substantial, and you will need a way to repair.

Each ship has various ways it can be attacked: Its hull can be attacked, the sails can be damaged, anit-personnel shot can be used, and ships can be boarded to attack the captain. In addition, the wind direction affects ships by slowing them down. Timed correctly, this can be used to one's advantage.



In the open sea, you have more room to maneuver and escape if necessary.

As long as a port has guns defending it, your ships will have to supply the counterattack.

Destabilizin' a Port

If you choose the land route, grab a saber and prepare for hand-to-hand combat to seize a port.

You can capture an enemy port by land or sea. To assault via land, you must enter the port and engage in hand-to-hand combat. On any map, the green "P" is the port. Every port has a gun emplacement that will fire on any attackers within its range. As long as the emplacement is active, the port is locked for both sides. Once the emplacement is destroyed, a 30-minute timer starts and both sides can enter the port and fight for control.

A fortress also protects the port labeled as a green "F." The fortress deals high damage and is almost invincible to ship cannon fire. The only way to defeat a fortress is to land and attack the garrison in hand-to-hand combat. Fortresses are also guarded by a gun emplacement but have no timer.

Tips from the Devs

Star shot for the win! I'm a big fan of taking out an enemy's sails and then boarding them. With enough practice, you can stay in their blind spot and reduce their mobility to the point where you've got them over a barrel. But a word to the wise—a crippled ship still has all of its guns, so watch out that you don't drift into a broadside while you have an opponent at your mercy.

—Jess "Admiral Elbow" Lebow

Through the Contention points gained before the final battle, both the defender and attacker can unlock bonuses, such as positional benefits.

Port Maps

Arch Coastline: This is the smallest map. Battle lines are famous with this map due to the close range. The wind blows east, and with Contention points it blows south-southwest.

Havana Harbor: This map contains narrow channels and favors defense. The wind blows from the northeast. With enough Contention points, the wind may blow northwest. Fortress guns can be avoided.

Stingray Island: This is the largest map. Fortress guns can be avoided. The wind blows southeast and southwest with Contention points.

Wild Keys: This map is the second largest and favors the attackers. The wind blows north-northeast and west with Contention points.

To destabilize a port through ship combat, gather a group of friends who have a few hours and camp the coastline within about 40 miles of a port. To target NPCs, use the Tab key and cycle through the available targets until you get one you can intercept. Attack the NPCs of the nation that owns the port within that range until the area becomes unstable at 6,000 points. Once the area is unstable, a red ring appears on the map around that town, identifying it as a PvP area. Continue attacking NPCs until the port "tips" at 10,000 points. The final battle takes place 24 hours later.

Tip

Know ye that players can turn in materials to aid in port destabilizin'. Hold on to yer small arms, gold ingots, small cannons, and the like for these here occasions.

Battles for ports will take place only after the port has been in contention for 24 hours. At this time, players who have earned points for that port will be invited to participate in the battle. If you accept the invitation to sack or defend the port, you are taken to the briefing room. There you will have a choice of doors through which to exit after the timer runs out. The timer's purpose is to prepare a battle plan for taking out the fort. Make sure you have plenty of ammo and consumables.

Listen to your battle leader's commands and execute your orders against enemy ships to the best of your ability.

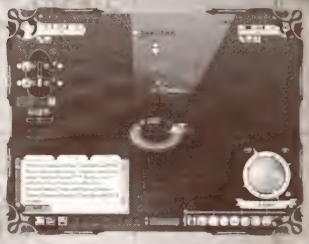
After choosing a door, you will enter the battle on the left or right flank, or in the middle of the instance. At this point, the battle plan called out by the battle leader is put into action. You must have a battle plan if you hope to win. Concentration of forces will bring a tremendous amount of damage down on a single ship. If you have eight ships with 25 to 50 guns on a side all doing 25 points of damage, it is easy to do more than 2,000 points of damage. This will quickly hole a ship and destroy the armor.

Tips from the Devs

It's all about mobility. The captain who can control the flow of movement in a battle will win. This means protecting your masts while destroying your opponent's.

—Bert Harvey

The most common approach lines up all the ships in size order: huge, large, medium, and small. The leader calls out a target, and everyone makes a pass hitting it. Once one of the big ships has taken heavy damage, the smaller ships must get in front and sacrifice themselves as the wounded ship retreats and repairs. Levels don't matter in the final battle; everyone has a duty to fill.



When a large group concentrates fire on a single ship, no matter how large it is, that ship will go down in a matter of minutes, if not seconds.

Defenders are best suited by circling the wagons in front of the port. Attackers that come within range are also fired upon by the fort. This method allows the defenders to marshal their forces into one small area and act in a concerted effort to defend the fort. If you try to get into a ship-to-ship battle, your forces will become easy prey for the attackers.

Attackers must remember this is a battle of patience; target one ship at time and destroy that ship. If that ship moves into a protected area to repair, target another. Do not get in a hurry and try a frontal assault. Concentrated fire from the defenders and the fort will quickly decimate the attacking forces. Work at the last ship in the line and maneuver the attacking forces into position to attack when the defenders can bring the least amount of guns to bear. This is a battle of tactics and strategy, not just of might makes right. Pick your time and wait for it.

Get impatient and your recklessness might plunge you into the midst of the enemy where all is lost.

Tips from the Devs

Pirates who want to succeed in PvP often find it useful to linger at the very edge of the pirate PvP area, waiting for unsuspecting enemy players to slip over the line and make themselves vulnerable. It's best to keep position just outside the PvP zone and then follow them in when they least expect it. Needless to say, this is also a warning to non-Pirates: beware the Brethren of the Coast who dally near the red ring!

—Cory "Killick" Herndon

Although, if the opponent is vastly outnumbered, or they are all much lower level, then you can show the scallywags that there are times when mighty is the blow of the righteous, and those who stand before you shall feel your wrath. Charge up to them and destroy the defenders, then pull back out of range of the fort. Repair and then take the fort.

On defense, you will do the reverse. Target enemies that draw in close, and stay under the cover of the fort's fire. If you get heavily damaged, slip back into the ranks and repair while your allies defend. Try your best to break apart the attacker's line; it's much easier to pick them off in smaller groups.

While defending, stay in tight to your defenses and pick off any enemy daring enough to sail into your group's line of fire.

Tips from the Devs

I love the Unpredictability set of maneuvers for Privateers. Once you get all five, you have an ability for any situation. Even better your enemies don't know which one you are using at any given time, as the icon only shows that Unpredictability is in use. They won't know if you are planning an offensive or defensive strategy until it's too late.

—Chris Pramas

Ships Ye Should Drool Over

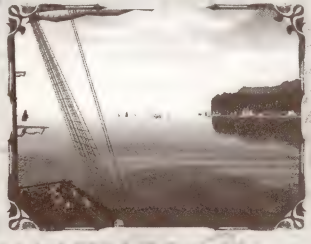
The biggest ships on the sea supply huge firepower in PvP battles.

The ideal ship for PvP has a delicate balance of speed, maneuverability, and firepower. A ship of the line is a floating gun—it has over 100 guns, some as large as 40 pounds. They have lots of armament and can take a beating. Yet, they turn like a snail. They take a while to come up to speed, and then they are not very fast, so most ships in PvP will outrun them. In a port battle, first-rate, second-rate, third-rate, and fourth-rate ships don't have to move as much, and their more durable bodies hold up much better than lighter ships. Without having to worry about chasing down a ship, they can dish out damage at will. On the flipside, if you see one of these big boys, you can avoid them by maneuvering out of their arc of fire.

A slightly smaller ship is a better choice for operating in an open-sea PvP area. The Trinity Second Rate ship will be able to reload faster and chase down targets. In an open-sea PvP area where maneuverability is a key to victory, one of these ships has the armor to withstand a few shots from an Invincible and remain in the blind spots to pick them off.

Smaller ships have the benefit of chasing down and destroying lone targets.

PvP is a complicated arena. There is no single ship that will have all the requirements. As players advance through the game, they will move through sloops, frigates, and galleons. Each has its benefits and disadvantages, and it's best to run a few, varied ships to better adapt to the current PvP situation.



Anticipate the needs of an upcoming battle and bring the appropriate ship to the front line.

There is very little chance of not being in some type of PvP encounter. To play game and not participate in PvP is like going to the movies to read a book. This game is built around PvP, and you won't enjoy the full experience—or conquer the world—until you've sunk your share of Invincibles.

Eventually, you will enter a PvP zone, and even if you want to avoid combat, it's best to know several battle strategies to keep your ship from looking like Swiss cheese.

Tips from the Devs

Don't go into PvP hotspots without being prepared, and without emptying your ship of anything you hold dear. You will be caught off guard or jumped at some point, so steel yourself ahead of time. Make sure to bring some good consumables for your ship as well.

—Anna "Ivy" Murchison

Swashbuckling

For most of your missions, your ship's cannons will be your main weaponry. Still, there will be times when you decide to venture ashore or meet your enemy eye-to-eye. In these moments, your swashbuckling skills will either keep you breathing for one more day or leave you as a pile of rat food.

When you aren't on a ship, you need to rely on your swashbuckling skills.

Yer Basics

Seek out your port's local trainer to choose from three fighting styles: Dirty Fighting, Fencing, or Florentine. Each has its benefits; try them all before settling on a permanent style. Even if you invest some points into a style and change your mind later, you can always return to a trainer and "respec" to a new fighting style.

A local trainer can initiate you into your fighting style.

In general, Dirty Fighting uses the cutlass and relies on tricks and ranged pistols to deal damage. Fencing uses the rapier and concentrates on quickness and defense to deliver a killing blow. Florentine uses a small sword and dagger to be a little more aggressive; it is well suited for one-on-one combat but is a little limited against enemy groups.

A Pirate's default style is Dirty Fighting.

Once in a conflict, fighting works the same for any style. Use standard movement to position yourself properly in combat: W for forward, S for backward, A for a left turn, and D for a right turn.

You may approach the battle differently based on your style, but if your red Life bar hits zero, you are defeated. Initiative (yellow bar) represents your quickness and instincts in combat; larger (red) combat moves require you to spend Initiative. The bluish circle at your feet represents Balance; the less Balance you have, the less defense you have and the more vulnerable you are to damaging attacks.

Build up Initiative to expend it on attacks that deal massive damage.

To defeat an enemy in combat, you must slip through their defense and deliver several blows to drop their life to zero. Generally, you want to lead with a preparatory attack (yellow skill) to whittle away your opponent's Balance, then hit them with a basic attack (orange skill) to deal minor damage. For a bigger attack, try reducing your opponent's Balance with a preparatory attack and follow with a finishing blow (red skill). Most opponents can't stand toe-to-toe with someone who consistently lands finishing blows.

Tips from the Devs

It's easy to get distracted watching the yellow initiative bar because your cool offensive abilities are keyed to it. Keep a mindful eye on your green balance bar, though, because this is key to your defense. If you don't watch it, you may find yourself dead in a matter of seconds.

—Chris Pramas

Swordplay

When you start traveling to different ports, you will come across new swords. Get those as soon as possible, and invest some skill points and practice time with the different skills that play off of swords. For example, if you want to be a true dirty fighter, mix your swords with guns. Why shouldn't an adventurer bring a gun to a sword fight?

Upgrade your sword whenever you can, as it's your main weapon when face-to-face with the enemy.

Tip

A good tip in the art of sword fightin'? Parry twice to start each skirmish, build up some Initiative, an' launch one of them thar finishin' blows. Generally, one powerful swing and one fast swing of yer sword will trim a villain down to size.

When boarding a ship and fighting for the ownership of an NPC vessel, using the "block twice and power swing" method usually works *very* well on the enemy captain. If an enemy captain dodges effectively, switch tactics and blast him with a pistol shot. The sudden jolt usually allows you to follow up and hit him with your sword.

A pistol shot or grenade blast helps to cut down the enemy captain.

Dirty Fighting

The Sand in the Face skill will buy you precious time in the middle of a fight.

Whether it's an elbow to the enemy's head, sand in the face, or the ol' Stomp and Grind, you will have more tricks up your sleeve with dirty fighting than the meanest alley scoundrel.

Hostility is a must. Your first four skills in the tree build up your Initiative or reduce its rate of decay. Since Initiative determines whether you'll deliver the first blow and powers up a lot of your skills, the more you have, the better off you'll be. When you get up to Throw Sand, you can stun your enemy for several seconds, combining it with several quick attacks to take your opponent down quickly.

Tip

Losin' a fight? Throw sand in yer enemy's face and then use Walk It Off to heal.

Devote skill points to the Brutal tree to gain abilities that will ruin an enemy's Balance (Loop Under, Scoundrel's Loop) and stun a target (Elbow, Vicious Elbow). The finishing blow Mighty Swing deals a high amount of cutlass damage, even at the cost of Initiative and Balance. To further increase your cutlass damage, work your way up the Swordsmanship tree to Twist the Blade.

If you want to rely more on your pistol, invest in the Firearms tree. Three passive skills—Firearms Expert, Steady Hand, and Firearms Master—will improve your ranged skill, while Brace of Pistols gives you two shots with your pistol.

Tips from the Devs

Get your pistol skill early. Picking off plenty of pirates will keep you from perspiring.

—Tom Tobey

The Powder Jockey line is effective against NPCs, especially when you gain the ability to throw grenades. A grenade will often blow up four or five enemies at a time, allowing all of your crew to pound on the enemy captain and giving you a tremendous advantage right off the bat. Followed up by a few shots from your musket, there won't be much left for your crew to do but cheer when you win.

Tip

Skills like Hamstring cause the enemy to slow down. This greatly increases yer ability to hit with another attack.

Dirty Fighting Skills

	Description	Type of Move	Level Required	Reset Timer (sec.)	Target	Effects
DIRTY FIGHTING						
Dirty Fighting	Fighting School—Dirty Fighting uses the Cutlass.	—	—	—	—	Parry -5, Dodge +10, Block -5
BRUTAL						
Elbow	Deals damage and stuns the target for a short time.	Special	1	24	Enemy	—
Loop Under	Does increased balance damage and gives you an increased amount of initiative.	Prepatory	2		Enemy	—
Vicious Elbow	An upgrade to Elbow that does the same damage and stun, but has a chance to apply a mderate bleed.	Special	3	60	Enemy	—
Scoundrel's Loop	An upgrade to Loop Under that does more balance damage and gives you more initiative, as well as having a chance to decrease the damage dealt by the target.	Prepatory	4	—	Enemy	—
Mighty Swing	Deals a very high amount of cutlass damage, but with a high cost of initiative and balance.	Finishing	5	—	Enemy	—
DEXTERITY						
Firecracker	Reduces the balance and initiative of all enemies around you.	Special	1	60	All Enemies	—
Wiley	Permanently provides a slight increase to your defense.	Passive	2	—	—	Parry +2, Dodge +4, Block +3
Improved Active Dodge	Prepares you to dodge the next incoming attack; fails if you attack.	Defensive	3	—	—	—
Cunnin'	An upgrade to Wiley, permanently increases your defense by a significant amount.	Passive	4	—	—	Parry +3, Dodge +7, Block +5
Coordination	Increases your chance to hit with all weapons.	Passive	5	—	—	Ranged Attack Bonus +5
FIREARMS						
Off-Hand Shot	Use your pistol to deal damage at long range.	Special	1	—	—	Range Attack Bonus +20
Firearms Expert	Increases the amount of damage done by your pistol.	Passive	2	—	—	Minimum/Maximum Pistol Damage +2
Steady Hand	Permanently increases your chance to hit with pistol attacks.	Passive	3	—	—	—
Firearms Master	An upgrade to Firearms Expert; further increases the amount of damage done by your pistol.	Passive	4	—	—	Minimum/Maximum Pistol Damage +4
Brace of Pistols	Gives you another opportunity to shoot.	Special	5	—	—	Range Attack Bonus +20
HOSTILITY						
Intensity	Immediately boosts your initiative and gives you more initiative over time. Has a long cooldown	Special	1	—	—	—
Tenacity	Reduces the rate at which your initiative decays.	Passive	2	—	—	Initiative Recovery +.75
Vicious Intensity	An upgrade to Intensity that provides a larger boost to your initiative and may increase cutlass damage.	Special	3	—	—	—

Dirty Fighting Skills (Continued)

	Description	Type of Move	Level Required	Reset Timer (sec.)	Target	Effects
HOSTILITY (Continued)						
Improved Tenacity	An upgrade to Tenacity; further reduces the rate at which your initiative decays.	Passive	4	—	—	Initiative Recovery +1.25
Throw Sand	Stuns your target for several seconds, but has a long cooldown. Slightly longer range than melee attacks.	Special	5	120	Enemy	—
LOW BLOWS						
Foot Slash	Does slightly increased balance damage and gives you a moderate amount of initiative.	Prepatory	1	—	Enemy	—
Hamstring	Does minor sword damage with an improved chance to hit; a successful hit reduces the target's movement speed.	Special	2	—	Enemy	—
Vicious Foot Slash	An upgrade to Foot Slash that does more balance damage and generates slightly more initiative.	Prepatory	3	—	Enemy	—
Vicious Hamstring	An upgrade to Hamstring that inflicts the same damage and movement penalty, with an increased chance to hit, and has a chance to apply a low damage bleed.	Special	4	—	Enemy	—
Stomp and Grind	Stuns the target for a short time.	Special	5	24	Enemy	—
POWDER JOCKEY						
Take Aim	Pistol attack with an increased chance to hit, but triggers a long cooldown for all your ranged attacks.	Special	1	—	Enemy	—
Fine Powder	Slightly increases your chance to hit with your offhand pistol.	Passive	2	—	—	Range Attack Bonus +3
Superior Powder	An upgrade to Fine Powder that further increases your chance to hit with your offhand pistol.	Passive	3	—	—	Range Attack Bonus +5
Flawless Powder	An upgrade to Superior Powder that further increases your chance to hit with your offhand pistol.	Passive	4	—	—	Range Attack Bonus +6
Grenade	An area-of-effect special attack that does ranged damage to your target and surrounding enemies.	Special	5	180	All Enemies	—
RECKLESS SWINGS						
Swipe	Deals low damage to all targets in a narrow arc in front of you.	Basic	1	—	All Enemies	—
Greater Swipe	An upgrade to Swipe that deals more damage to all targets in a narrow arc in front of you.	Basic	2	—	All Enemies	—
Wild Swipe	An upgrade to Greater Swipe that deals more damage to all targets in a narrow arc in front of you.	Basic	3	—	All Enemies	—
Whirlwind	An upgrade to Wild Swipe that does the same damage but affects all targets around you.	Basic	4	—	All Enemies	—
Reckless Maelstrom	Deals moderate damage to all targets around you, but at the cost of initiative and balance.	Finishing	5	—	All Enemies	—
SWORDSMANSHIP						
Vicious Strike	An upgrade to Strike that does more damage and has a low chance to make the target bleed.	Basic	1	—	Enemy	—
Vicious Slash	Deals the same damage as Strike and makes the target bleed.	Basic	2	—	Enemy	—
Improved Vicious Strike	An upgrade to Vicious Strike that deals more damage and applies a stronger bleed.	Basic	3	—	Enemy	—

Dirty Fighting Skills (Continued)

	Description	Type of Move	Level Required	Reset Timer (sec.)	Target	Effects
SWORDSMANSHIP (Continued)						
Improved Vicious Slash	An upgrade to Vicious Slash that deals more damage and inflicts a stronger bleed.	Basic	4	—	Enemy	—
Twist the Blade	Increases the damage of all your cutlass attacks.	Passive	5	—	—	Minimum/Maximum Sword Damage +5
TOUGHNESS						
Tough	Permanently increases your maximum hitpoints.	Passive	1	—	—	Maximum Health +10
Suppress Minor Wounds	Reduces the damage you take by a small amount	Passive	2	—	—	Damage Reduction -.08
Suppress Wounds	An upgrade to Supress Minor Wounds, further reduces the damage you take.	Passive	3	—	—	Damage Reduction -.15
Suppress Major Wounds	An upgrade to Supress Wounds, further reduces the damage you take.	Passive	4	—	—	Damage Reduction -.2
Walk It Off	Restores a small amount of your hitpoints with a small balance cost.	Special	5	120	—	—

Fencing

Quick movements and blocking techniques steer your rapier to the hearts of your opponents. Your footwork will earn you precious seconds in the brutal struggle of hand-to-hand combat. The next time a gang of ruffians is headed your way, draw your rapier and steady your pistol. Take careful aim and place an off-hand shot of round lead into the head of the first one, then use the rapier's guard to punch the next one. After countering a few of the final foe's slashes, run the braggart through to end the fight.

Pull out a rapier to perform your Fencing skills.

Tip

Passive skills give ye abilities that stay on all the time, and ye never have ta worry about losin' Initiative or Balance.

You should start with Footwork, as it develops your Initiative, reduces Initiative decay, and boosts Balance regeneration. The fifth skill in the tree, Push Blade, deals high damage with an increased chance to hit. Of course, a nice finishing move like that costs a hefty bit of Balance and Initiative.

Vigorous increases your damage and your chance to hit with all attacks. With those kinds of buffs, you'll want to invest in this line unless you want to go with major defense. If so, Nimble improves you dodge abilities, allowing you to avoid damage, and Riposte increases your parry skill and triggers attacks off your successful parries.

Develop your Footwork skills to improve your balance.

Plan on hitting enemies from afar? Invest in the Steady skill tree. Two passive skills—Expert's Aim and Master's Aim—increase your chance to hit with pistols, and the Expert's Balance skill boosts your maximum Balance. Off-Hand Shot and Precise Shot give you accurate ranged attacks to hurt or kill your enemy before they can close on you for hand-to-hand combat.

Fencing Skills

	Description	Type of Move	Level Required	Reset Timer (sec.)	Target	Effects
FENCING						
Fencing	Fighting School—Fencing uses the Rapier.	—	—	—	—	Parry +10, Dodge -5, Block -5
BLADEWORK						
Counter	Deals normal balance damage and generates slightly increased initiative.	Counter	1	—	Enemy	—
Improved Block	Permanently increases your chance to block melee attacks.	Passive	2	—		Block +4
Vicious Counter	An upgrade to Counter that deals more balance damage and provides even more initiative.	Preparatory	3	—	Enemy	—
Superior Block	An upgrade to Improved Block that further increases your ability to block.	Passive	4	—	—	Block +6
Low Thrust	Deals moderate damage with an increased chance to hit, and a chance of applying a movement-slowing effect to the target.	Basic	5	15	Enemy	—
CAREFUL						
In Quartata	Deals sword damage and temporarily buffs your defense.	Basic	1	—	—	—
Recovery	Permanently increases your balance regeneration.	Passive	2	—	—	Balance Recovery +1
Coupe	Deals sword damage with a greatly increased chance to hit.	Basic	3	—	—	—
Miraculous Recovery	An upgrade to Rapid Recovery, further increases your balance regeneration.	Passive	4	—	—	Balance Recovery +3
Advance	Deals increased damage at the cost of some initiative and a very small amount of balance.	Finishing	5	6	—	—
FOOTWORK						
Aggression	Instant increase to your initiative with a moderate cooldown.	Special	1	—	—	—
Improved Momentum	Permanently reduces the rate at which your initiative decays.	Passive	2	—	—	Initiative Recovery +1
Vicious Aggression	An upgrade to Aggression that provides a larger initiative boost and has a chance to increase your balance regeneration.	Special	3	—	—	—
Superior Momentum	An upgrade to Improved Momentum; further reduces the rate at which your initiative decays.	Passive	4	—	—	Initiative Recovery +1.5
Push Blade	Deals high damage with an increased chance to hit. Costs balance and initiative.	Finishing	5	6	—	—
NIMBLE						
Recover Guard	Instantly restores some of your lost balance.	Special	1	30	—	—
Passe Arriere	Permanently increases your chance to dodge.	Passive	2	—	—	Dlodge +4
Improved Passe Arriere	An upgrade to Passe Arriere; further increases your chance to dodge.	Passive	3	—	—	Dlodge +7
Superior Passe Arriere	An upgrade to Improved Passe Arriere; further increases your chance to dodge.	Passive	4	—	—	Dlodge +9
Invitation	Causes you to dodge all incoming attacks for a few seconds.	Special	5	60	—	—
QUICK						
Appel	Distracts all opponents around you, reducing their chance to hit.	Special	1	24	All Enemies	—
Agility	Permanaently increases your movement speed.	Passive	2	—	—	Run Speed +.05
Mark	Highly accurate attack that deals a small amount of damage and significantly reduces the target's initiative.	Special	3	24	Enemy	—
Improved Agility	An upgrade to Agility; further increases your movement speed.	Passive	4	—	—	Run Speed +.1
Reverse Elbow	Knocks the wind out of your opponent, dealing some damage and reducing the enemy's movement speed.	Special	5	—	Enemy	—
RIPOSTE						
Riposte	Can only be used after a successful parry. Accurate attack that deals moderate rapier damage.	Special	1	—	Enemy	—
Expert Parry	Permanently increases your chance to parry attacks.	Passive	2	—	—	Parry +3

Fencing Skills (Continued)

	Description	Type of Move	Level Required	Reset Timer (sec.)	Target	Effects
RIPOSTE (Continued)						
Improved Active Parry	Prepares you to parry the next incoming attack if it can be parried; fails if you attack.	Defensive	3	—	—	—
Savant Parry	An upgrade to Expert Parry; further increases your chance to parry attacks.	Passive	4	—	—	Parry +6
Compound Riposte	Can only be used after a successful parry. An upgrade to Riposte that has a chance to temporarily reduece the target's accuracy.	Special	5	—	—	—
STEADY						
Off-Hand Shot	A special ranged attack.	Special	1	—	Enemy	—
Expert's Aim	Permenanetly increases your chance to hit with pistols.	Passive	2	—	—	Range Attack Bonus +3
Precise Shot	A highly accurate pistol shot triggers a long cooldown for all your ranged attacks.	Special	3	—	Enemy	—
Master's Aim	Permanently increases your chance to hit with pistols.	Passive	4	—	—	Range Attack Bonus +6
Expert's Balance	Permanently increases your maximum balance.	Passive	5	—	—	Maximum Balance +15
TRICKY						
Guard Punch	Deals a fixed amount of damage with an improved chance to hit, and gets blood in the target's eyes, reducing their offense.	Basic	1	15	Enemy	—
Attack au Fer	Deals high balance damage and a small amount of initiative.	Preparatory	2	—	Enemy	—
Improved Guard Punch	An upgrade to Guard Punch that deals more damage.	Basic	3	15	Enemy	—
Improved Attack au Fer	An upgrade to Attack Au Fer that deals slightly more balance damage, provides slightly more initiative, and has a chance to temporarily reduce the target's sword damage.	Preparatory	4	—	Enemy	—
Feint Technique	Permanaently increases your chance to hit with melee attacks.	Passive	5	—	—	Melee Attack Bonus +7
VIGOROUS						
Lunge	Deals increased damage at an increased range.	Basic	1	—	Enemy	—
Improved Offense	Permanently increases your chance to hit with all attacks.	Passive	2	—	—	Offense +4
Vicious Lunge	An upgrade to Lunge that does the more damage and has a chance to cause a moderate damage bleed.	Basic	3	—	Enemy	—
Superior Offense	An upgrade to Improved Offense; further increases your chances to hit with all attacks.	Passive	4	—	—	Offense +6
Redoublement	High rapier damage at an increased range and at the cost of initiative and balance.	Finishing	5	6	Enemy	—

Florentine

With strong offensive attacks, Florentine works best against single opponents.

Florentine is very well suited to one-on-one combat, but not as good when dealing with large groups. It is strong on offense, but when facing groups, you will often find yourself a bit overmatched. It also lacks ranged attacks. However, in PvP combat, Florentine is very effective, because you can focus your efforts against the enemy captain quite effectively, and few builds can hope to do well for long against the might of a master Florentine swashbuckler. If you choose Florentine and get to duel someone, you can definitely "buckle their swash"!

In situations where you are fighting more than one enemy, finish off the toughest first, then deal with the weak ones. When doing missions, always keep an eye out for more than three attackers at the same time. It's best to pick off your enemy one at a time if possible.

Tip

Keep yer hands busy with skills like Throw Dagger an' Lunge that increase yer range.

As a Florentine fighter, you have a wealth of defensive and ranged skills. First and foremost, you should spend your skill points on the Guns tree. Master these gun skills and your chance of winning is astronomical. Your Off-Hand Shot is always your opening move in all bouts.

Next to your Gun skills, work on your Main Hand and Off-Hand skills. These are your primary offensive bread-and-butter attacks, with your Main Hand skills concentrating on greatly increasing your offense. On the flipside, your Off-Hand skills are primarily passive and used for defense to keep you alive.

You can also concentrate your points on the Coordination skill set. These, like Off-Hand skills, are used for your defense. The Coordination tree passively parries unwanted attacks. You gain some automatic defense with these skills, knocking attacks aside, plus you defend without any loss of balance.

Invest in Guns skills for the few ranged boosts in the Florentine skill set.

Florentine Skills

	Description	Type of Move	Level Required	Reset Timer (sec.)	Target	Effects
FLORENTINE						
Florentine	Fighting School—uses the Small Sword and Dagger	—	—	—	—	Parry -5, Dodge -5, Block +10
AGGRESSION						
Aggressive Stance	A toggle skill that increases your offense and decreases your defense.	Special	1	—	—	Parry -4, Dodge -6, Block -5, Offense +15
Improved Momentum	Reduces the rate at which your initiative decays.	Passive	2	—	—	Initiative Recovery +1
Spinning Attack	High damage attack that costs initiative and balance.	Finishing	3	6	Enemy	Instant
Superior Momentum	An upgrade to Improved Momentum; further reduces the rate at which your initiative decays.	Passive	4	—	—	Initiative Recovery +1.5
Spring Attack	Deals moderate damage while knocking down and stunning the target.	Special	5	60	Enemy	Instant
COORDINATION						
Wall of Steel	Temporarily allows you to parry all melee attacks.	Special	1	60	—	—
Expert Passive Parry	Permanently increases your chance to parry attacks.	Passive	2	—	—	Parry +3
Slice	A quick and accurate attack that causes 75% weapon damage.	Attack	3	6	All Enemies	—
Master Passive Parry	An upgrade to Expert Passive Parry; further increases your chance to parry attacks.	Passive	4	—	—	Parry +6
Dual Fangs	High damage at the cost of initiative, but no loss of balance.	Finishing	5	18	Enemy	—
DEFENSIVE						
Recover Guard	Instantly recovers some balance.	Special	1	30	—	—
Lightning Reflexes	Permanently increases your chance to dodge.	Passive	2	—	—	Dodge +5
Improved Active Block	Increases the chance that you will block incoming attacks until you lose balance or take damage.	Defensive	3	—	—	—
Divine Reflexes	An upgrade to Lightning Reflexes; further increases your chance to dodge.	Passive	4	—	—	Dodge +9
Defensive Stance	A toggle skill that increases your defense and decreases your offense.	Special	5	—	—	Parry +4, Dodge +5, Block +6, Offense -15
FRENZY						
Screened Kick	Accurate attack that deals a fixed amount of damage.	Basic	1	8	Enemy	—
Florentine Expert	Permanently increases your sword and dagger damage.	Passive	2	—	—	Minimum/Maximum Sword Damage +5/+8
Improved Screened Kick	An upgrade to Screened Kick that deals a greater amount of fixed damaged.	Basic	3	8	Enemy	—
Florentine Master	An upgrde to Florentine Expert; further increases your sword and dagger damage.	Passive	4	—	—	Minimum/Maximum Sword Damage +10/+13
Flurry	High damage attack that costs initiative and balance.	Finishing	5	6	Enemy	—
GUNS						
Off-Hand Shot	Use your pistol to deal damage at long range.	Special	1	—	Enemy	—

Florentine Skills (Continued)

	Description	Type of Move	Level Required	Reset Timer (sec.)	Target	Effects
GUNS (Continued)						
Firearms Expert	Permanently increases the damage you deal with pistol attacks.	Passive	2	—	—	Minimum Maximum Pistol Damage +2/+2
Firearms Master	An upgrade to Firearms Expert; further increases the damage you deal with pistol attacks.	Passive	3	—	—	Minimum Maximum Pistol Damage +3/+3
Firearms Savant	An upgrade to Firearms Master; further increases the damage you deal with pistol attacks.	Passive	4	—	—	Minimum Maximum Pistol Damage +4/+4
Throw Dagger	Deals a small amount of fixed damage at range, but has a faster recharge than Off-Hand Shot.	Special	5	—	Enemy	—
MAIN HAND						
Thrust	Deals a moderate amount of sword damage.	Basic	1	—	Enemy	—
Improved Offense	Permanently increases your chance to hit with all attacks.	Passive	2	—	—	Offense +4
Lunge	A damaging attack that has an increased range.	Basic	3	—	Enemy	Offense +6
Superior Offense	An upgrade to Improved Offense; further increases your chance to hit with all attacks.	Passive	4	—	—	Offense +7
Fatal Mark	Highly accurate attack that deals damage and significantly reduces the target's initiative.	Special	5	—	Enemy	—
OFFHAND						
Off-Hand Feint	Deals an increased amount of balance damage and boosts your initiative by a small amount.	Preparatory	1	—	Enemy	—
Improved Block	Permanently increases your chance to block melee attacks.	Passive	2	—	—	Block +4
Vicious Off-Hand Feint	An upgrade to Off-Hand Feint, deals more balance damage, and has a chance to reduce your target's chance to parry.	Preparatory	3	—	Enemy	—
Superior Block	An upgrade to Improved Block; further increases your chance to block melee attacks.	Passive	4	—	—	Block +6
Shin Kick	Stuns your opponent for a short time.	Special	5	60	Enemy	—
PRESSURE						
Expert's Initiative	Provides a boost to your initiative.	Special	1	—	—	—
Loop	Does an increased amount of balance damage and gives you an increased amount of initiative.	Preparatory	2	—	Enemy	—
Master's Initiative	An upgrade to Expert's Initiatives that provides a greater boost to your initiative.	Special	3	—	—	—
Elegant Loop	An upgrade to Loop that does more balance damage and gives you much more initiative.	Preparatory	4	—	Enemy	—
Rending Strike	An upgrade to Strike that does the same damage but applies a moderate bleed.	Basic	5	—	Enemy	—
QUICKNESS						
Warning Shot	Temporarily lowers the target's defense.	Special	1	—	Enemy	—
Recovery	Permanently increases your balance regereration.	Passive	2	—	—	Balance Recovery +1
Rapid Recovery	An upgrade to Recovery; further increases your balance regeneration.	Passive	3	—	—	Balance Recovery +2
Miraculous Recovery	An upgrade to Recovery; further increases your balance regeneration.	Passive	4	—	—	Balance Recovery +3
Counter	Deals a significant amount of balance damage and boosts your initiative.	Preparatory	5	—	Enemy	—

Tips from the Devs

Sprint can buy you time and distance during a fight. When you have important skill on cool-down or desperately need to bandage, pop your Sprint and haul it for the hills.

—Bert Harvey

Freetrader

You spend more time on the sea and haggling with auctioneers than you do adventuring for officials or blasting holes in the sides of ships. You must have a love for doubloons, or certain valuable commodities, for you will usually find a coin purse in your hand before a rapier.

Freetraders live off trading more than off combat. Whether you choose the auction houses, NPC traders from European markets, or fellow players, the game's open market gives you many options. With several obstacles in your way, from pirates and warring nations fighting for port control, becoming the best Freetrader takes skill, cunningness, and nerves of steel.

Your first ship, the Halifax Schooner, will serve you faithfully until you can upgrade.

Playing a Freetrader is never dull. Freetraders are the busy bees of the sea, from starting businesses, such as transportation of goods from port to port, to producing your own resources and manufactured goods that you place in auction houses all throughout the Caribbean. The thrill and excitement of shipping expensive goods from port to port and evading Pirates and tainted Privateers will have your adrenaline pumping. If the idea of selling your wares at auction houses and amassing piles of doubloons does not tickle your fancy, then perhaps the total control of certain commodities will awaken the hunger for more fortune, power, and fame.

You must enjoy visiting new ports and trading if you want to successfully step into the boots of a Freetrader.

Tip

Freetraders be the ones that fly through the waves on accounts of thar sailin' skills and haul huge amounts of cargo in the bellies of fearsome galleons.

Why This Career Be for Ye

If you love sailing from port to port and bargain-hunting for goods to sell for a chest's worth of doubloons, sign up to become a Freetrader when you hit the Caribbean. Players who enjoy the economic portion of a game will enjoy the Freetrader's journeys. You are the lifeblood of the Caribbean economy—particularly if you belong to a society, whose fellow members may rely on your trading skills heavily—and you are set up to make huge amounts of money. Freetraders generate healthy traffic for the production and trade system. As a Freetrader, you will probably travel more than the other careers and enjoy the vast scenery and hidden mysteries, from Mexico to Florida to South America.

Yer God-given Strengths

Speed plays an important part in a Freetrader's life—to sail to ports quicker and to stay alive.

Everything to do with trade—hauling cargo, avoiding blockades, evading harsh tax penalties, maximizing profit—fall under a Freetrader's domain. Your key advantage is speed. Speed in the open sea decreases travel time, which is crucial when you consider how many more cargo hauls you can cash in on than players of other careers. Speed during battles allows you to outdistance most ships when escaping or gives you flexibility in combat situations. With the combat skills provided to Freetraders,

you can weaken your targets, add bonus defenses on your allies, reduce speed and accuracy of enemy ships, and much, much more.

Of course, any Freetrader worth his salt takes advantage of the immense tax benefits. No other career can compete, especially through trade and production, when it comes to taxes. For example, rather than lose 15 to 20 percent of the profit to port taxes, at Level 11, Freetraders can get a friendly pass to shop in "hostile" ports at -20 tax rate through the Tax Evasion skill. Think of the savings! You can also carry more cargo—this means more goods delivered for more doubloons.

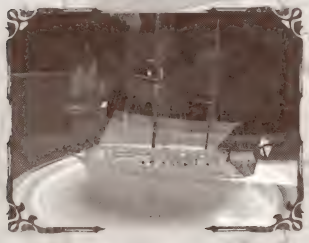
Tip

Aye, you be fast, but don't ye forget that others be wantin' a piece of the pie. In times of war, racin' to a particular port in need of, say, ammo and supplies—before yer opponent, mind ye—will position yerself for more profits.

Another advantage as a Freetrader is having the capability to become any nation's friend. Whether you're transporting resources for a society of a different nation or funding a foreign nation's port ambitions during war, it does not really matter much for a Freetrader, as it all leads to profit. Just be careful that you don't alienate any friends or your own country in the process.

Your Freetrader ships have ample room for every manner of goods. Increased carrying capacity and fairly high speeds (for large vessels) are a formidable combination for a traveler looking to capitalize on the Caribbean's law of supply and demand. From the early Limburg Flute (available at Level 14) to later Indiamans and galleons, Freetraders can count on hearty, dependable ships.

Yer Regretful Weaknesses



Not built for fighting, you may want to slip out of a battle under the cover of night.

Freetraders' worst fear is battles on the open sea, especially while their ships are fully loaded with trade goods. While this may sometimes be a pain, a Freetrader quickly learns how to avoid confrontations and, if desperate, can defend himself. There are certain skills that assist you with abilities, such as Deter Pursuit, which reduces your attacker's speed.

Even so, you are not built to handle heavy battles. A Freetrader's firepower and battle options are weaker than the three other careers' skills and ships. You can balance this out early by captaining a boat available to any career that carries some bigger cannons; however, you will sacrifice cargo space, and at higher levels, a Freetrader cannot compete with the grander military vessels. In PvP encounters against an equally skilled and leveled opponent, you will be at a disadvantage.

Caution

Don't be afraid to run yer tail off. If ye go prow to prow with one of them thar battleships, ye might as well dump yer cargo straight into the ocean.

Though Freetraders have the best selection of specialized ships, they tend to concentrate on the same thing—speed and cargo space. Therefore, you won't have much flexibility when it comes to tackling military-oriented missions or initiating battles at sea. You are by no means one-dimensional, but know your limits or you might be sitting at the docks without your shiny new ship. On the plus side, a skill such as Smuggled Cargo will reduce your cargo loss by half if you surrender.

Freetrader Pros and Cons

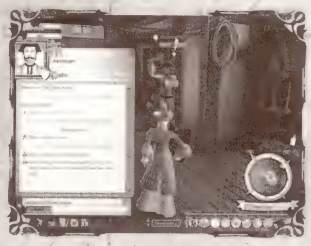
Pros

- Economic advantage with speed, added cargo space, and tax evasion
- Open-seas speed decreases downtime and increases delivery profits
- The most specialty ships of any career
- Advanced recipes available only to the Freetrader

Cons

- Reduced firepower sets up a disadvantage against battleships
- PvP play is more about support than active battle
- Ship classifications limit selection, especially at higher levels
- Lots of travel time means some downtime between far ports

Where Should Ye Hail From?



Your Tax Evasion skill allows you to trade with any nation and any port without penalties, except for the Pirate nations.

Nationality is mostly a matter of preference in the long run. The wonderful part of becoming a Freetrader is your Tax Evasion skill; this allows you to void all tax penalties from opposing nations. You can be any nation and set up a warehouse and production anywhere without worrying about which nation controls that particular port. It is by far the most important Freetrader skill in the game.

When selecting a nation, pay attention to the resources that are near your selection. Most resources are common, but there are a few rare ones that are not close to any other nation. For example, the British starting point in Jenny Bay sits near ports filled with gold deposits, to which most nations lack easy access. Of course, the ever-evolving economy, the British don't gain a huge advantage, as supply and demand really dictates what's valuable. Plus, most of these valuable ports, such as those holding gold deposits, are open to attacks, which results in takeovers and switches in port standings. With his "chameleon-like" allegiance ability, a Freetrader excels in this environment—each port and its resources are only stepping stones to wealth and power.

Base Villain or Hero? Ye Still Need Stats

All characters rely on their ships at sea, but that doesn't mean the Freetrader is a slouch in dueling.

Your main starting stats are the same as the other careers: 100 Health, 100 Balance, 100 Initiative, 1 Speed, and 100 Attack. Your three defensive stats begin with a respectable 45 Dodge, 40 Block, and 15 Parry. Freetraders have the best starting blocking score, and though you should typically avoid fights, you're no pushover when it comes to swashbuckling. As with the other careers, your starting ship is the Level 1 Halifax Schooner.

Tip

Improve yer Reputation with hostile factions through certain missions, and whatever ye do, don't sink thar ships.

Less concerned with the combat stats, Freetraders should closely monitor their Reputation with the various factions. Reputation dictates which ports will be friendly or hostile, and until you raise your skills high enough to practice Tax Evasion, you will visit friendly ports. Each nation has its own set of likes and dislikes, though no one is very fond of the Pirate faction.

English Reputation

Nation	Faction	Reputation Adjustment
Spain	Spanish Navy	-750
Spain	Spanish Trade	0
Spain	The House of Trade	-250
England	British East India Company	+100
England	British Royal Society	+250
England	British Trade	+250
England	The British Navy	+250
France	Academie Nationale	0
France	French Mississippi Company	-100
France	French Navy	-750
France	French Trade	0
Pirate	Brethren of the Coast	-750
Pirate	Iron Maidens	-750
Pirate	Men of War	-750
Pirate	Sea Dogs	-750
Pirate	Smugglers Union	-250
Pirate	The Dread Saints	-750
Other	Dutch West India Company	0
Other	Knights of Christ	0
Other	Knights Templar	0
Other	The Inquisition	-750

French Reputation

Nation	Faction	Reputation Adjustment
Spain	Spanish Navy	-250
Spain	Spanish Trade	0
Spain	The House of Trade	0
England	British East India Company	-100
England	British Royal Society	0
England	British Trade	0
England	The British Navy	-750
France	Academie Nationale	+250

French Reputation (Continued)

Nation	Faction	Reputation Adjustment
France	French Mississippi Company	+100
France	French Navy	+250
France	French Trade	+250
Pirate	Brethren of the Coast	-750
Pirate	Iron Maidens	-750
Pirate	Men of War	-750
Pirate	Sea Dogs	-750
Pirate	Smugglers Union	-250
Pirate	The Dread Saints	-750
Other	Dutch West India Company	0
Other	Knights of Christ	0
Other	Knights Templar	0
Other	The Inquisition	-250

Spanish Reputation

Nation	Faction	Reputation Adjustment
Spain	Spanish Navy	+250
Spain	Spanish Trade	+250
Spain	The House of Trade	+100
England	British East India Company	0
England	British Royal Society	0
England	British Trade	0
England	The British Navy	-250
France	Academie Nationale	0
France	French Mississippi Company	0
France	French Navy	-250
France	French Trade	0
Pirate	Brethren of the Coast	-750
Pirate	Iron Maidens	-750
Pirate	Men of War	-750
Pirate	Sea Dogs	-750
Pirate	Smugglers Union	-250
Pirate	The Dread Saints	-750
Other	Dutch West India Company	0
Other	Knights of Christ	0
Other	Knights Templar	0
Other	The Inquisition	+250

What Ye Should Equip

Equipment is rare, so almost anything you receive will be an upgrade and will help outfit you and your allies.

This isn't some fantasy realm where magic items drop off creature kills. You've gotta earn your equipment, then keep it safe and secure on your person. While you will probably stick with general Freetrader equipment (starter and auction house gear) up through approximately Level 30, you might find some quality items as you become more experienced.

In the 30s, try protecting yourself with the following: arming gloves, fine; reinforced jacket, fine; and swift boots, well-made. On the weapon side, shoot for the large bore pistol and a superior balanced cutlass on your hip.

In the 40s you can improve your quality. Go with the superior version of the arming gloves and reinforced jacket, and pick up quality swift boots. The large bore pistol will still serve you fine, but an upgrade to the masterpiece heavy cutlass does wonders for your sword stroke.

When you peak at Level 50, the finer equipment is at your disposal. Include in your arsenal the damascene balance cutlass, and soup up your defense with first-rate heavy gloves and reinforced jacket, and the exceptional dancer's shoes.

Yer Freetrader Skills

Sign up for your new skills at the career trainers in the various ports.

With 40 skills to choose from and only 25 skill points to spend, you can't have everything, unfortunately. You must decide how you want to play a Freetrader—pure trader, rogue, battle-focused—and then pick the skills that best serve your career angle. Use the following templates as guidelines and then mix and match skills you fancy.

Tip

Yer Travel skill set goes in any Freetrader's back pocket. Ye would rather have that than a treasure map, if ye have yer wits 'bout ye.

Pure Freetrader: Logistics, Trade, Travel

A pure Freetrader spends most of his time in ports haggling wares.

This consists of skills mainly useful to enhance trade and trade performance. The Logistics, Trade, and Travel skills work in tandem to provide the best abilities for someone looking to maximize trade potential.

Logistics is essential since it provides more recipes in production, manufacturing, and shipwright. It also lets you communicate through the Trade Channel to get deals and sell your wares. Plus, you get an additional storage slot at the harbor master, which you will need once you establish high production and trade routes.

Trade gives you skills to improve your ship's movement. The biggest bonus in this set is Tax Evasion; this basically negates taxes from opposing nation ports. In other words, no matter where you do business, there's no tax for you, except for Pirate-controlled ports (which will be at 5 percent instead of 25 percent for everyone else).

As for the Travel set, this improves your open-sea travel, which you will rely on timewise more than any other skill. It also prepares you for battle situations for when you inevitably get cornered.

Rogue Freetrader: Smuggling, Escape, Travel

A rogue Freetrader avoids all ships and stays away from conflict if possible.

Think of this template as your stealthy Freetrader, with some escape-artist tricks at your disposal. Through the Smuggling set, you can prevent nearby enemies from attacking. It's a great boon, especially when you have a huge cargo and want to reach your destination in one piece without any conflicts.

Escape provides you with additional defense and, most importantly, the ability to repel grapples.

There is also a wonderful skill called Evasion, which you can use to slip away from your enemies.

Travel is the same as for a pure Freetrader.

Battle Freetrader: Ship Mastery, Provisions, Travel

A battle Freetrader can mix it up with similar-level ships.

With this template, a Freetrader can hold his own during most ship battles. Ship Mastery is an excellent set of skills to weaken your opponent and eventually control the battle.

Provisions improves your allies' maneuverability and their defense, offense, and reload rates during battles. You will be your allies' best friend when you're battling with them side by side.

Again, Travel assists you with your battle preparations and speed in the open sea to reach your destinations more efficiently.

Freetrader Skills

Desperation			
Desperation Fire 1	Attack. Increased damage shot that also damages your own armor.	Must be level 1	Damage: +25%
		Morale Cost: 20	Damage own port, starboard, bow, stern armor by 10%
Dump Guns	Dump guns overboard to temporarily increase speed.	Must be level 3	Acceleration: +25%
		Morale Cost: 20	Maximum Speed: +25%
		Damages Batteries: 20	—
Desperation Fire 2	Attack. Increased damage shot that also damages your own armor.	Must be level 7	Damage: +40%
		Morale Cost: 20	Damage own port, starboard, bow, stern armor by 5%
Emergency Turn	Temporarily increases your maneuverability beyond reasonable levels, causing damage to your ship's structure.	Must be level 11	Turn Rate: +40
		Morale Cost: 20	Acceleration: +25%
		Damage own hull (2%), port (4%), starboard (4%), bow (3%) armor	Maximum Speed: +10%
Hasty Fire	Increase your reload rate at the expense of safety, causing damage to your own crew.	Must be level 15	Reload Rate: +50
		Morale Cost: 20	Crew: -5
Escape			
Defense 1	Toggle. Increase defense.	Must be level 1	Defense +2
		Morale Cost: 20	Maximum Morale: -20
Repel Grapples 1	Reduces your vulnerability to grappling attacks.	Must be level 3	Grappling Defense: +15
		Morale Cost: 20	—
Defense 2	Toggle. Increase defense.	Must be level 7	Defense: +5
		Morale Cost: 20	Maximum Morale: -20
Repel Grapples 2	Reduces your vulnerability to grappling attacks.	Must be level 11	Grappling Defense: +30
		Morale Cost: 20	—
Evasion	Toggle. Greatly increases your defense as long as you remain in motion.	Must be level 15	Defense: +10
		Morale Cost: 50	Maximum Morale: -50
Logistics			
Economy: Production	Passive skill. Enables the use of advanced Freetrader production recipes. Find a Freetrader recipe trainer to purchase these recipes.	Must be level 1	—
Economy: Manufacturing	Passive skill. Enables the use of advanced Freetrader manufacture recipes. Find a Freetrader recipe trainer to purchase these recipes.	Must be level 3	—
Trade Connections	Allows you to speak in the Trade channel.	Must be level 7	—
Economy: Shipwright	Passive skill. Enables the use of advanced Freetrader shipwright recipes. Find a Freetrader recipe trainer to purchase these recipes.	Must be level 11	—
Dockyard Contract	Grants an additional ship storage slot at the Harbor Master.	Must be level 15	Adds 1 to dockyard space
Provisions			
Provision Allies: Defense	Increase the defense of nearby allies; this increase is carried over into the next combat instance.	Must be level 1	Defense: +3
		Morale Cost: 40	—
Provision Allies: Maneuver	Increases the maneuverability of nearby allies; this increase is carried over into the next combat instance.	Must be level 3	Turn Rate: +3
		Morale Cost: 40	Acceleration: +10%
Provision Allies: Boarding	Gradually restores the crew of nearby allies; this restoration continues into the next combat instance.	Must be level 7	Crew: +100%
		Morale Cost: 60	—

Freetrader Skills (Continued)

Provisions (Continued)			
Provision Allies: Offense	Increases the offensive power of nearby allies; this increase is carried over into the next combat instance.	Must be level 11	Accuracy: +3
		Morale Cost: 40	—
Extra Rations	Increase the reload rate of the target ally.	Must be level 15	Accuracy: +2
		Morale Cost: 50	Reload Rate: +10
		Damage: +5%	—
Ship Mastery			
Identify Weakness 1	Decreases the target enemy's defense.	Must be level 1	Target Enemy: -4
		Morale Cost: 20	—
Reinforcement	Passive skill. Increase your resistance to damage.	Must be level 3	Armor Damage Resistance: +2%
		Structure Damage Resistance: +2%	—
Identify Weakness 2	Decreases the target enemy's defense.	Must be level 7	Target Enemy: Defense -8
		Morale Cost: 20	—
Overloaded Shot	Attack. Increased damage shot that reduces your accuracy for a short time afterward.	Must be level 11	Damage: +40%
		Morale Cost: 30	Accuracy: -3
Deter Pursuit	Attack. Reduces the speed of the target enemy. Requires dismantling shot.	Must be level 15	Target Enemy: Maximum Speed -60%
		Morale Cost: 30	—
Smuggling			
Rescue Me	Give an allied ship a short duration increase to speed, allowing them to come to your rescue.	Must be level 1	Acceleration: +25%
		Morale Cost: 20	Maximum Ship Speed: +25%
Ranging Shot	Attack. Increases your accuracy after firing. This effect is canceled if you take damage.	Must be level 3	Accuracy: +3
		Morale Cost: 30	—
Smuggled Cargo	Passive skill. Reduces the quantity of goods given up when you surrender by half. The target of your surrender is not told of the quantity decrease.	Must be level 7	Surrendered Loot: -50%
Give the Ship	Decreases open-sea speed of nearby enemies but prevents you from initiating combat for the duration of the effect.	Must be level 11	Nearby Enemies: Maximum Ship Speed -30%
Misdirection	Temporarily makes you immune to attacks on the open sea.	Must be level 15	Invulernable to open-sea attacks for 30 sec
		Morale Cost: 20	—
Trade			
Before the Wind 1	Increases your speed while sailing downwind.	Must be level 1	Running Speed: +10%
		Morale Cost: 20	Broach Reach Speed: +10%
		Maximum Morale: -20	—
Optimal Rigging	Passive skill. Increases your maximum speed.	Must be level 3	Maximum Ship Speed: +5%
Before the Wind 2	Increases your speed while sailing downwind.	Must be level 7	Running Speed: +10%
		Morale Cost: 20	Broach Reach Speed: +10%
		Maximum Morale: -20	—
Tax Evasion	Passive skill. Reduces the taxes you pay on production in enemy ports.	Must be level 11	Tax Rate Adjustment: -50%
Sailhandling Drills	Passive skill. Increases your maneuverability.	Must be level 15	Turn Rate: +5
Travel			
Travel	Increases speed in the open sea.	Must be level 1	Maximum Ship Speed: +10%
		Morale Cost: 50	Maximum Morale: -50
Battle Preparations: Maneuver	Increases your maneuverability; this increase is carried over into the next combat instance.	Must be level 3	Turn Rate: +20
		Morale Cost: 80	—
Battle Preparations: Defense	Increases your defense; this increase is carried over into the next combat instance.	Must be level 7	Accuracy: +5
		Morale Cost: 80	—

Freetrader Skills (Continued)

Travel (Continued)			
Battle Preparations: Speed	Increases your speed; this increase is carried over into the next combat instance.	Must be level 11	Maximum Ship Speed: +10%
		Morale Cost: 80	—
Battle Preparations: Offense	Increases your offense; this increase is carried over into the next combat instance.	Must be level 15	Accuracy: +5
		Morale Cost: 80	—

Playin' with Sails an' Gold

How do you play a Freetrader? Well, it depends on your play style, your ship, and your circumstances. There are some general tactics you can count on, though, and they will differ whether you travel alone or with a loyal group.

Solo Play

Lone wolves at heart, Freetraders must get used to a lot of time traveling alone at sea or making pit stops in faraway ports.

Freetraders are typically solo adventurers. You travel the vast seas independently, roaming from port to port looking for the next best deal or business venture. Traveling alone has its many dangers, but you are fully equipped to hold your own through the skills made available as you level up.

At earlier levels, maximize the use of your free ships until you reach around Levels 15–20. Then upgrade to your next level ship, such as the Mediator Cutter (civilian), unless you find something better in your price range that is player-made. This ship will assist you through missions that are more difficult for the free ships of the early levels.

In case of sea battles, you can always fight or sail for the horizon. If you choose to fight, one good method is using the T-bone attack, where you hit your enemy ship's bow. If you have more men on your ship, slowly sail near your enemy, then use your grapple attack to reel them in. This is an easy way to kill this ship's crew, take its cargo, and, most importantly, the ship itself, which will score you a pretty doubloon.

In most cases, however, you will be carrying cargo worth a small fortune; you probably cannot afford to lose it, so avoid battles as much as possible. Remember, you're a merchant, not a fighter.

Group Play

During group play or when playing within a society, Freetraders excel in many aspects. For economic value, you are the pulse of the nation, the heartbeat of your society. You are the career that will raise a nation above all others. Freetraders are the suppliers of most resources and production, which everyone always needs. In a society, you provide your fellow captains with crafted ships, manufactured goods, and imported resources for any ambition.

Inside a society, a Freetrader will go on many trips to recover much-needed resources.

In group battles, Freetraders can provide additional defense and offense for their allies in the sea. You are an ideal support career. You may certainly be a best friend, as well as a worst enemy if rubbed the wrong way.

General Strategies

Going against the winds will slow you down considerably. Learn your currents and trade winds.

Currents and Trade Winds

As a Freetrader, time is of the essence. This pertains to hauling cargo from port to port—valuable resources needed by your society or other societies, or even goods for warring nations. You need speed to get from point A to point B as swiftly as possible. To do this, you must utilize your skills to improve your speed on the open seas and to improve your knowledge of sea navigation.

The large arrows on the ocean floor mark currents. These are your best friends while traveling from port to port. Use these currents to reach your destination and to reach above-normal speeds. As such, remember that trade winds flow *from* the east and thus will slow you down a bit going east.

Currents are also a great way to speed away from unwanted sea battles. Use the trade winds and currents to benefit your sea-travel needs as you move your merchandise from port to port.

Natural Port Resources

A Freetrader must have knowledge of natural resources or the native resources produced at each port. Each port has its own resources—some are rare, while others are more common—and all are needed in some capacity. Everyone has access to the world map (this indicates which resources are available at each port), but not everyone will use this information to their benefit.

Harbor Master

These NPCs control the docks where you house ships. They keep all your ships' information, such as stats, cargo, and current location. Most important, the harbor master enables you to switch to any of your ships, no matter in which port they are docked. This is a huge help! Even at the earlier levels, you can cover the entire Caribbean by placing ships at strategic locations. For example, imagine if you parked a ship at Barilla, Port Royal, and Oranjestad. All locations are regional auction houses and cover most sections of the Caribbean. You could move back and forth to gauge how the economy and market swings across the world.

Also use the harbor master to quickly switch to a particular ship that is more suited to a given situation. For example, if you were moving goods from port to port and your society calls for a battle at another port on the world map's other side, simply switch to a ship more geared for war. Even better, hopefully it's already parked near the warring port.

You can hop from coast to coast by visiting the local harbor masters and switching ships.

Supply and Demand

The notion of buying low and selling high is a sound and proven strategy. A trader normally buys from a local auction house (AH), then resells at a regional auction house for a higher profit. A Freetrader who learns the market will make a killing. Studying the local AHs—what they sell and why their prices change—is the basis for understanding the open market. Pay attention to which goods are bought and how often. This indicates the needs of those particular ports. You will also begin to see patterns, such as the types of goods sold when an impending war begins between nations or even between societies. Being able to recognize this and forecast ports' needs will make you extremely wealthy.

In addition, having a steady supply of goods will help with continuous production. Always have supplies available so you can fill all your market demands. These demands may range from shipwrights to natural resources. With the limitation of only 10 points for buildings, have a diversified selection of buildings for manufacturing and extracting resources. You may also find a lucrative niche in the market, such as certain consumables or, perhaps, sails.

Location, Location, Location

Your main focus is to locate resources and goods or to produce them yourself to make a profit. To make this happen, location of your warehouses is important. Select ports that contain the resources you must gather or use for production, and figure in their distance to where you plan on selling your wares. With regional auction houses (RAH) located at only a few ports throughout the Caribbean, always know where to place your warehouses. Being able to deliver goods to RAHs for sale is very crucial and advantageous. The closer you are to where the goods must be the better, and less time wasted on your part.

Levelin' Lightnin' Fast

You level primarily through missions picked up from NPCs at ports. To find missions, you must go to ports your nation controls, unless your nation plans on taking over an enemy port. Beginning at your home port, find NPCs with question marks above their heads. Missions typically go in order of where you are currently located. For example, after you complete all missions at one port, you will probably be asked to complete a mission by visiting a nearby port. There you will start the process again and follow the many storylines and missions that unfold. Continue on with missions in this manner to gain the most experience points and doubloons, plus additional supplies.

You can also level by selling items at auction houses. Selling at enemy ports gives you more points, but only when you sell your first item at that port. At each port, try to sell at least one useful item that a player will eventually buy, and you can quickly earn large amounts of easy experience points.

Levels 1–5

For adventuring through the first few levels, your home port has all the missions you need. Between the intro missions, challenges, and tutorials, you should be at or near Level 5. Whether you start out in Vera Cruz, Jenny Bay, or Charlesfort, stay in these ports and take all the missions you encounter. There are many tutorials that will help you greatly.

Levels 6–10

Your home-port missions, or ones close by, carry you up through Level 10. At this point, you should amass at least 10,000 doubloons. If you lose your ship, you will be provided with a Dolphyn Ketch civilian ship, which is actually much better than your starter Halifax ship, so it may pay to lose an early battle. Still remaining at your home port, continue taking on missions; this helps you get even more familiar with the interface, ship control, and land battle sequences and how to complete missions.

Tip

Fer those sellin' first-time wares, remember ye gain experience points. Place resources that be in need of others in the auction houses just fer the sake of gainin' those extra points.

Levels 11–15

Take on more difficult missions; this is truly the best way to gain experience points to level up. By Level 12, you should have close to 20,000 doubloons. Accept missions at ports next to your home port. Spanish captains should probably visit Barilla and Villa Hermosa next. British captains should go to Rosignol and Bartica. As for the French captain, ship out to Fort Caroline and St. Augustine after finishing the missions in your home port.

Also, sometime during these levels, go through the Economy tutorial by clicking on your Economy button. You will receive tons of experience points, plus structural deeds, your second ship (a Renard), and many more bonuses. We highly recommend going through this tutorial, since learning the economy is an essential part of being a Freetrader. After the tutorial, you will be able to produce resources. Use your production time and max out the resources you can output. Sell these resources at your nearest regional market. This gives you extra doubloons and experience points.

Plenty of action swings your way on your Caribbean missions.

Levels 16–20+

As you near these levels, missions become difficult to complete alone. Join a society for help, or rely on your friends' assistance. To gain an advantage on the missions, try to purchase the next best ship you can afford. You may also consider attacking rival merchant or pirate ships to gain additional experience points to level up. You can also use the loot you receive from sinking enemy ships to sell at new ports, thus gaining extra points.

On the production side of things, you will gain more experience points manufacturing advanced items such as lignum vitae blocks and especially advanced ships.

The Ideal Ships

By the time you reach Level 20, you should have at least three ships: your starter Halifax, a Renard from the Economy tutorial, and one that you select (normally a Mediator Cutter or an Algiers Xebec). For Freetraders, the Mediator Cutter is the best choice.

The Mediator Cutter is a great early Freetrader ship.

The following are ships recommended by level *if* you have enough doubloons.

Levels 1–15

Your best bet is the Bermuda Sloop, which is the best merchant ship in its level range. This ship excels with its acceleration, speed, hull strength, and—of course—cargo space. With this ship's ability to move quickly, you can navigate through the open waters easily avoiding any unwanted battles that may result in loss of expensive goods.

The Bermuda Sloop gives you the acceleration and speed to avoid messy battles.

Levels 16–30

The Indiaman class provides fine capacity and heavy firepower for a Freetrader ship.

In the Level 20s, you will favor the Indiaman ships. These may not be the quickest or carry the most cargo, but it does make up the difference with its amount of gunners. If you cannot afford one, the next best ship is the Mediator Cutter (civilian). It's not as powerful, but it will get the job done. Remember to maintain consumables on board for quick repairs. The last thing anyone wants is to lose a ship and then not have enough doubloons to buy a decent one.

Tip

When purchasin' fancy ships, 'tis best to always keep consumables on board. You want to patch and repair damages right away so ye don't lose yer baby.

Levels 31–35

The stripped version of an Indiaman gives you more cargo space than the sturdier Santiago Galleon.

For these levels, go with either a Santiago Galleon or the Mignone Stripped Indiaman. Structurally, the Santiago is the more stable ship with more hull and sail strength. If you want more cargo capacity, the Mignone Stripped Indiaman is the way to go. The Indiaman makes up for its slower acceleration with its maneuverability. For outfitting your ships, try a large streamlined hull 2, a large speed rig 2, and a large grappling cannons 2. This gives you speed and the ability to grapple with your opponents.

Levels 36–49

You basically have two choices at these levels: a Santiago Traders Galleon or the Mignone Indiaman. Between the two, opt for the Santiago with its admirable acceleration, hull health, and, of course, capacity. Along with those assets, the Santiago has more batteries and a longer range than its counterpart. For outfitting, go with a large streamlined hull 3, a large speed rig 3, and a grappling cannons 3.

An upgrade from the medium galleons, a Santiago Traders Galleon will increase your speed, hull integrity, and carrying capacity.

Level 50

The ultimate sailing experience for the Freetrader: the Couronne Galleon.

Once you achieve this glorious level, you have the tough decision on either the Couronne Galleon or the San Mateo Galleon. Either one is a fine vessel, though the edge probably goes to the Couronne. Its massive cargo capacity, structural strength, and tremendous amount of firepower is quite convincing. This galleon is in a league all its own. As for outfitting your galleons, use the huge streamlined hull 2, the huge speed rig 2, and the huge grappling cannons 2. You now have a formidable ship—only the most powerful naval officers or dastardly pirates will dare challenge you.

Naval Officer

A quiet coastal port lies defenseless against marauders. Hundreds of enemy ships cruise through the waves, heading for your nation's seat of power. Pirates sink and seize smaller crafts in the dead of night.

These are the dangers that face your nation, and they've deputized you to defend the shores. As a Naval Officer, you execute the official decrees of magistrates and monarchs; it is with a dedication to duty that you embark on perilous missions that few others dare.

A Naval Officer defends his allied ports at all costs.

Naval Officers receive some very nice offensive and defensive skills. You outmatch other careers in warfare, and you can feel confident going up against most similarly leveled ships. During early missions, this is quite helpful for encountering multiple ships. Compared with other careers, the naval ship line has superior gunnery options. Other players may be reluctant to attack a Naval Officer due to the sheer firepower and size of crew this career generally possesses.

Tip

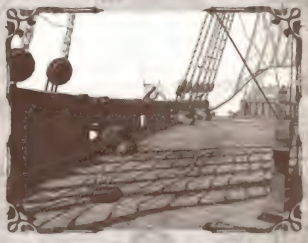
As a sea-sworn officer of the royal fleet, ye can captain the burliest ships that sail out of any port, and yer cannons can wake a kraken.

Why This Career Be for Ye

If naval combat interests you, and if you like to handle multiple ships as easily as a single opponent, then this is the career for you. Hunting down pirates and other nations' troublesome ships on the open sea can be fun, especially early in the game. Naval Officers have the advantage of gaining experience from ship kills, rather than having to rely heavily on missions like the other careers. Since Naval Officers are designed for fighting, you can quickly level your character.

If you enjoy sinking Pirate ships, try the Naval Officer career.

Yer God-given Strengths



The cannons of a large ship play a big role for the Naval Officer.

Your main job is to seek out enemy ships and destroy them, which is made easier with your high offensive and defensive capabilities. Because your career focuses on warfare, you gain some great combat-oriented skills much earlier than other careers. You can get Defender 1 with your first Naval Officer skill point, which will raise your Defense by 5 percent at the cost of 20 Morale—an excellent bargain and very nice to have when attempting multiple-ship encounters. You also gain the grappling skill Decimate early on, which lowers your target's evasion to grappling when you have an antipersonnel shot equipped.

You'll never have trouble leveling as a Naval Officer. As you follow the mission path from your home port to other ports, you will have plenty of adventuring to do. Some careers

occasionally fall into an "experience lull," where it may be challenging to find enough missions to level quickly if you don't know where to look. You have no worries as a Naval Officer. You can always go on search-and-destroy missions for enemy NPC ships out in the open sea. They may not provide as much experience as most missions, but blowing up enemy ships is fun and offers you an alternate way to advance.

One of the big selling points of the Naval Officer is their access to the biggest ships in the game. With high firepower, defense, and crews, the Naval Officer's high-level ships are the behemoths of the sea. If you like to deal out lots of damage, especially in group situations where others rely on you to destroy the enemy, you will be very happy with the navy ships and their armaments.

Tip

Ye should work on yer hand-to-hand combat skills. Due to the largeness of yer ship an' crew, ye will have a natural advantage in boardin' over other careers.

Yer Regretful Weaknesses

A big ship usually suffers in maneuverability, so a good Naval Officer will have to adjust his tactics.

You may love the firepower of those big naval vessels, but there is a price tag. For each ship that has enough cannons to squash a small fort, you will most likely suffer in acceleration and turning. Once the big navy ships start moving, they can be fast; unfortunately, with limitations on maneuverability, it may be difficult to line up more than a single volley on small, highly maneuverable targets. You can outdistance other ships with your cannon fire; you cannot outsail most of them.

Get used to having less doubloons than other careers. Where Freetraders gain a tax benefit and Pirates steal what they need, a Naval Officer must pay for everything honestly and at the highest tax rates. You may reduce certain tax rates if you can improve your Reputation with the faction levying the taxes. Due to your doubloon hardships, you may often find yourself relying on other players through the auction house.

Tip

Manage yer doubloons carefully. Ye cannot afford everythin' in sight, and ye will pay a steep price in port taxes.

Naval Officer Pros and Cons

Pros

- Very high offensive abilities
- Boarding skills early in game make it easier to seize multiple ships per encounter
- Early flexibility to earn experience from ship kills as well as missions
- Navy ships are the best at combat

Cons

- Money is more difficult to procure
- Slower, less maneuverable ships can be cumbersome in combat and may make you a target for quicker ships
- Multiple abilities at once can take a large toll on Morale during a fight
- Hold capacity is build for battle, not trading, and you will suffer when carting goods across the sea

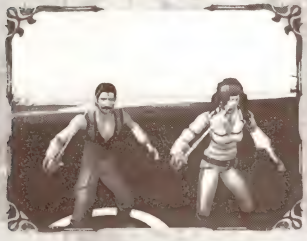
Where Should Ye Hail From?

An English Naval Officer begins in Jenny Bay.

You can choose nationality based on a number of factors, including having friends in a certain nation, or preferring the stories and missions of one country over another. No matter what your initial reasons, pay close attention to your starting home ports: Jenny Bay for the English, Charlesfort for the French, and Vera Cruz for the Spanish. Obviously, how you progress through the Caribbean all starts from your home port, and nearby resources will play a part in the early development of your trading possibilities.

When selecting a nation, pay attention to the resources that are near your home port. For example, the French starting point in Charlesfort sits near ports with fertile soil, particularly soil that can grow sugar. If you don't want to build up an economy around farming, or if the goods around Charlesfort aren't as prosperous in your player-driven economy (based on what's being manufactured on your particular server), you may want to choose a different nation. Remember, though, that the world revolves around PvP and port takeovers, so you can always go seize what you need.

Base Villain or Hero? Ye Still Need Stats



A partner in hand-to-hand combat is always appreciated.

Everyone begins at 100 Health; what makes the difference is what your other personal stats contribute to your general welfare. As a Naval Officer, you begin with 45 Dodge, 25 Block, and 30 Parry. To excel in swashbuckling, you should practice the various hand-to-hand techniques (dirty fighting, fencing, and Florentine) and adapt to your proficiencies and deficiencies.

Naval Officers start with a lower Dodge and Block rating than some of the other careers. A Naval Officer's attack is based on brute damage. To compensate for the lower Dodge rating, you should work on combat skills or collect equipment that improves your Dodge rating, especially if you plan on doing a lot of boarding. However, your Parry rating starts higher than any of the other careers; this helps a lot in personal combat, as you will frequently ignore attacks that would have dealt damage to you otherwise.

You also start with a certain amount of Reputation with the other factions. Naturally, you maintain a friendship with your allies and hostilities with your enemies. A Spanish Naval Officer, for example, begins with a Trusted rank (+500 rating) with the Spanish Navy, but a Distrusted rank (-750 rating) with the British Trade Union. You can quickly move into the Loathed category by sinking enemy factions' ships. Early on in the game, you must abide by the bonuses and penalties of these starting Reputation values, which means you'll probably stick close to the allied ports so you don't get taxed as heavily. Later on, you may opt to build up Reputation with a particular faction in order to facilitate trading or creating new allies.

Caution

Ye be not as deft with yer dodgin' than other careers. Increase yer skill through combat abilities or booty ye can equip yerself with.

What Ye Should Equip

Your gear can separate a hands-off captain from a down-and-dirty swashbuckler.

Gearing up your Naval Officer is very important if you choose to do a lot of boarding. The gear can help out a great deal when you board a ship through boosting some of your hand-to-hand combat stats. Keep an eye on your gear as you gain in levels. Properly equipping yourself may make the difference between a successful and unsuccessful boarding.

Levels 1–20

At this point, you can use most of your starting gear. There are some low-level items, such as the "Shoddy" gear, that you can obtain through the auction house. This gear has very minimal boosts to your stats, but it's affordable.

Levels 20–30

You should have enough extra doubloons after your ship purchases to spend a little on yourself. Though you could use your lower-level gear on most missions, the more difficult missions and boarding attempts will require an upgrade. Search for the following pieces if you can find them, or something comparable: swordsman's gloves (basic), swift boots (basic), and chain shirt (well-made).

Levels 30–40

Now you're looking for the better-quality equipment. Basically, anything that has "fine" in the title is fine with you. Upgrade to swordsman's gloves (fine), swift boots (fine), and chain shirt (fine). If you don't do as much boarding and stick to missions and PvP battles that don't call upon boarding attempts, you can hold off on some of these items until you have the spare doubloons.

Levels 40–50

These are your top-of-the-line goods. If you have the funds and an open slot on your person, purchase anything that reads "superior," such as swordsman's gloves (superior), swift boots (superior), and chain shirt (superior). High-level missions may give you big rewards that boost your personal equipment too.

Yer Naval Officer Skills

You may want to advance several levels and accumulate a few skill points before you spend them. Get a feel for how you'd like to play the Naval Officer, then spend your points appropriately. However, some skills give you bigger benefits, and you will be better off in the long run with them in your arsenal.

Search out your local Navy Trainer to learn new skills.

Tip

Defense keeps ye from swimmin' with da squids. Choosin' skills that help ye with survival should be a priority.

You should probably focus on some of the defense skills early on. Being able to stay alive is key when facing multiple ships or escorting ships. Early key skills are Defender 1, Emergency Repairs, and Defender 2. Emergency Repairs allows you to repair your crew and ship without using consumables. This is also nice in helping you to save money that you could use toward ship upgrades or personal equipment. As soon as you can buy a skill in the Defense tree, you should learn it.

Without your Naval Officer skills, you lose valuable combat advantages and could end up dead in the water.

The Disabling tree helps you decrease a ship's armor or slow a ship down. This tree contains the core attacks for a Naval Officer—Disable Rudder and Crippling Broadside being two that are very effective. Multiple ship encounters can be much easier if you can slow the ships down and spread them out. Disabling is also great for escort quests.

The Gunnery tree is another nice skill tree to focus on while leveling. Getting some extra firepower is never a bad thing for a Naval Officer, since it's usually your job to do damage in a group. The Gunnery tree improves accuracy and reload rates.

The Dominance tree cannot be forgotten, with its Thundering Broadsides to lay waste to any who think they can stand against the might of the navy, and Fortress is a great defense ability that increases your armor strength.

Your Naval Officer skills will help you advance from lower-level missions to ones that challenge your brain and brawn.

Of course, you have many skills from which to pick and choose. A few others that might be worth your consideration are the following:

- Flagship: An awesome group skill that makes all in your group faster and stronger on their guns and cannons
- Speed Increase 1 & 2: Great skills for escort missions
- Acceleration Increase: Great skill to offset deficiency of larger ships and allows you to speed up after enemies to board or take aim
- Hold Formation: Nice group skill that focuses on multiple defense area in a sea battle
- Convoy: Group speed buff for traveling together to different ports.

Choose the skill possibilities that best fit your play style. You don't want to concentrate on the Disabling tree, for example, if you use ships that downplay boarding and concentrate on raw firepower. Playing a Naval Officer will make for some very hard choices, but then again being a leader of men was never an easy task.

A Naval Officer is bred for the sea. You may take on a few tasks for the magistrate, but before long, you'll be shooting at enemy ships on the open sea.

Naval Officer Skills

Defense			
Defender 1	Increases resistance to damage.	Duration: Toggle	Cooldown Category: Defense
		Morale Cost: 20	Damage Resistance: +5%
		Maximum Morale: -20	Must be Level 1
		Reset Time: 3 sec	—
Emergency Repairs	Quickly repairs a small amount of armor, structure, and sails.	Duration: 5 secs	Morale Cost: 50
		Repairs all armor, hull, and masts 20%	Must be Level 3
		Skills: Defender 1	Reset Timer: 5 min
Defender 2	Increases resistance to damage.	Duration: Toggle	Cooldown Category: Defense
		Morale Cost: 20	Damage Resistance: +10%
		Maximum Morale: -20	Must be Level 7
		Reset Time: 3 sec	—
Rally the Crew	Revives a small number of injured crew.	Duration: 5 sec	Must be Level 11
		Morale Cost: 50	Skills: Defender 2
		Increases Crew: 20%	Reset Timer: 5 min
Invincible	Prevents all damage for a short time.	Duration: 30 sec	Must be Level 15
		Morale Cost: 75	Skills: Rally the Crew
		Reset Timer: 30 min	—
Desperation			
Desperate Shot 1	Substantially increases damage, but useable only when your structure is heavily damaged.	Target: Enemy	Must be Level 1
		Morale Cost: 10	Reset Time: 1 min
		Damage: +15%	—
For God and Country 1	Greatly increases crew protection and slightly increases reload rate. Only usable while your crew is more than half damaged.	Duration: 5 min	Must be Level 3
		Morale Cost: 40	Skills: Desperate Shot 1
		Reload Rate: +2%	Reset Timer: 5 min
		Crew Damage Resistance: +30%	—
Desperate Shot 2	Substantially increases damage, but useable only when your structure is heavily damaged.	Target: Enemy	Must be Level 7
		Morale Cost: 10	Reset Time: 1 min
		Damage: +30%	Skills: For God and Country 1
For God and Country 2	Greatly increases crew protection and slightly increases reload rate. Only usable while your crew is more than half damaged.	Duration: 5 min	Must be Level 11
		Morale Cost: 40	Skills: Desperate Shot 2
		Reload Rate: +5%	Reset Timer: 5 min
		Crew Damage Resistance: +50%	—
Last Stand	Temporarily increases many areas of ship performance. Only useable when structure is heavily damaged.	Duration: 30 sec	Must be Level 15
		Morale Cost: 20	Skills: For God and Country 2
		Damage Resistance: -25%	Reset Timers: 5 min
		Damage: +30%	Turn Rate, All: -25%
Disabling			
Disable Rigging	Damages rigging of target, lowering its speed.	Target: Enemy	Must be Level 1
		Duration: 1 min	Reset Timer: 2 min
		Morale Cost: 30	Target Effects: Ship Speed, Battle: -25%
Disable Rudder	Damages rudder of target, lowering its maneuverability.	Target: Enemy	Must be Level 3
		Duration: 1 min	Skills: Disable Rigging
		Morale Cost: 30	Reset Timer: 2 min
		Target Effects: Turn Rate, All: -50%	—

Naval Officer Skills (Continued)

Disabling (Continued)			
Rake	Rakes the deck of the target, doing increased damage to the crew.	Target: Enemy	Must be Level 7
		Duration: 5 sec	Skills: Disable Rudder
		Morale Cost: 30	Reset Timer: 2 min
		Target Effects: Damage Crew: 30%	—
Show of Force	Intimidates target, temporarily reducing its reload rate.	Target: Enemy	Must be Level 11
		Duration: 1 min	Skills: Rake
		Morale Cost: 40	Reset Timer: 2 min
		Target Effects: Reload rate: -10%	—
Crippling Broadside	Temporarily reduces a variety of performance characteristics of target.	Target: Enemy	Accuracy All: -2
		Duration: 30 sec	Maximum ship speed, Battle: -10%
		Morale Cost: 40	Skills: Show of Force
		Target Effects: Reload rate: -10%; Turn rate, All: -10%	Must be Level 15
		Reset Timer: 2 min	—
Discipline			
Decimate	Reduces enemy's resistance to being grappled. Requires antipersonnel shot.	Target: Enemy	Target Effect: Grappling Defense -25
		Duration: 30 sec	Must be Level 1
		Morale Cost: 30	Reset Timers: 2 min
Warning Shot	Increases your damage after firing. This effect is canceled if you take damage.	Target: Enemy	Damage: +4%
		Duration: 5 min	Must be Level 3
		Morale Cost: 30	Skills: Decimate
		Reset Timers: 5 sec	—
Inspiration	Removes negative Morale effect and prevents new effects from being applied for a short time.	Duration: 15 sec	Must be Level 7
		Morale Cost: 20	Skills: Warning Shot
		Reset Timers: 2 min	—
Focused Fire	Attack. A precisely placed shot that reduces the target's armor protection for a short time.	Duration: 30 sec	Must be Level 7
		Morale Cost: 40	Skills: Warning Shot
		Armor Damage Reduction, All: -10%	Reset Timers: 2 min
Boarding Discipline 1	Increases the effectiveness of your boarding party.	Boarding Party Level: +1	Passive skill
		Must be Level 11	Skills: Inspiration
Perfect Discipline	Removes negative effects of crew loss for a short time.	Duration: 1 min	Must be Level 15
		Morale Cost: 20	Skills: Boarding Discipline 1
		Reset Timers: 5 min	—
Dominance			
Fortress 1	Increases defense at the expense of speed.	Reset Timers: 2 min	Armor Damage Resistance: +2%
		Duration: Toggle	Defense All: +2
		Morale Cost: 20	Maximum Ship Speed, Battle: -10%
		Cooldown Category: Fortress	Maximum Morale: -20
		Must be Level 1	—
Thundering Broadside 1	Target is blocked from using any skills that require Morale for 10 seconds.	Target: Enemy	Must be Level 3
		Morale Cost: 30	Skills: Fortress 1
		Reset Timers: 5 min	—
Fortress 2	Increases defense at the expense of speed.	Duration: Toggle	Defense All: +5
		Morale Cost: 20	Maximum Ship Speed, Battle: -10%
		Skills: Thundering Broadside 1	Armor Damage Resistance: +5%
		Cooldown Category: Fortress	Maximum Morale: -20
		Must be Level 7	Reset Timers: 2 min

Naval Officer Skills (Continued)

Dominance (Continued)			
Thundering Broadside 2	Target is blocked from using any skills that require Morale for 20 seconds.	Target: Enemy	Must be Level 11
		Morale Cost: 30	Skills: Fortress 2
		Reset Timers: 5 min	—
Flagship	Increases reload rate for all groupmates within 1,000 yards.	Target: Group	Damage: 5%
		Duration: 2 min	Reset Timers: 5 min
		Morale Cost: 50	Must be Level 15
		Target Effects: Reload Rate: +5%; Accuracy, All: +2	Skills: Thundering Broadside 2
Escort			
Speed Increase 1	Increases speed of all groupmates in range.	Target: Group	Target Effects: Maximum Ship Speed, Battle: +10%
		Duration: 5 min	Must be Level 1
		Morale Cost: 60	Reset Timers: 8 min
Acceleration Increase	Increases acceleration of all groupmates in range.	Target: Group	Target Effects: Acceleration +50%
		Duration: 5 min	Must be Level 3
		Morale Cost: 60	Reset Timer: 8 min
		Skill: Speed Increase 1	—
Speed Increase 2	Increases speed of all groupmates in range.	Target: Group	Target Effects: Maximum Ship Speed, Battle: +20%
		Duration: 5 min	Must be Level 7
		Morale Cost: 60	Reset Timers: 8 min
		Skills: Acceleration Increase	—
Hold Formation	Increases defense of all groupmates in range at the expense of speed.	Target: Group	Maximum Ship Speed, Battle: -20%
		Duration: 2 min	Must be Level 11
		Morale Cost: 60	Skills: Speed Increase 2
		Target Effects: Defense, All: +5%; Damage Resistance: +5%	Reset Timers: 5 min
Convoy	Increases open-sea speed of all groupmates in range.	Target: Group	Must be Level 15
		Duration: 5 min	Skills: Hold Formation
		Morale Cost: 60	Reset Timer: 5 min
		Target Effects: Maximum Ship Speed, Open Sea: +20%	—
Gunnery			
Reload Discipline 1	Temporarily increases your reload speed.	Target: Toggle	Maximum Morale: -50
		Morale Cost: 50	Must be Level 1
		Reload Rate: +10%	Reset Timer: 30 sec
Precision Fire	Fires a more accurate shot.	Target: Enemy	Must be Level 3
		Morale Cost: 40	Skills: Reload Discipline 1
		Self Effect: Accuracy, All +5	Reset Timer: 1 min
Reload Discipline 2	Temporarily increases your reload speed.	Target: Toggle	Maximum Morale: -50
		Morale Cost: 50	Must be Level 7
		Reload Rate: +20%	Reset Timer: 30 sec
		Skill: Precision Fire	—
Gunnery Drills	Permanently increases your reload speed.	Reload Rate: +5%	Skills: Reload Discipline 2
		Must be Level 11	Passive skill

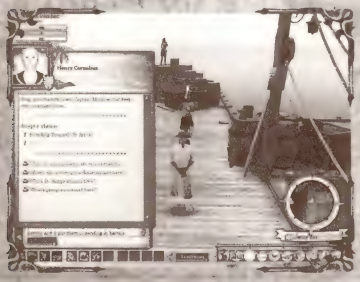
Naval Officer Skills (Continued)

Gunnery (Continued)			
Vital Strike	Inflicts additional structure damage to the target.	Target: Enemy	Target Effects: Damage Hull: 50
		Duration: 3 sec	Reset Timer: 2 min
		Morale Cost: 10	Must be Level 15
		Self Effects: Accuracy, All: +5; Damage: +5%	Skills: Gunnery Drills
Prestige			
Military Intelligence 1	Military research reveals the target's weak points, lowering its defense.	Target: Enemy	Target Effects: Defense, All: -2
		Duration: 1 min	Reset Timer: 5 min
		Morale Cost: 30	Must be Level 1
		Range: 1,000 yd	—
Battle Doctrine	Improves the reload rate and turn rate of all ships in your group. Multiple Naval Officers may stack the effects of this skill.	Target: Group	Skills: Military Intelligence 1
		Must be Level 3	Reset timer: 8 min
		Duration: 5 min	Target Effects: Reload Rate: +2%; Turn Rate, All: +3%
		Morale Cost: 60	—
Military Communication	Skill that enables you to speak in the global Conquest chat channel.	Must be Level 7	Skill: Battle Doctrine
Military Intelligence 2	Military research reveals the target's weak points, lowering its defense.	Target: Enemy	Target Effects: Defense, All -8
		Duration: 1 min	Must be Level 11
		Morale Cost: 30	Reset Timer: 5 min
		Range: 1,000 yd	—
Strategic Positions	While active, you cannot move. The range at which you can initiate ad hoc combat is increased significantly.	Duration: Toggle	Maximum Morale: -20
		Morale Cost: 20	Must be Level 15
		Cooldown Category: Strategic Positions	Skills: Military Intelligence 2
		Max Attack Range, Open Sea: +100%	Reset Timer: 5 min

Playin' with Cannons an' Gunpowder

Don't choose the Naval Officer if you prefer sitting in port running errands for the magistrate. This is a career about captaining a ship out on the sea and battling other crafts. Here are some general principles to rely on when you get in a bind, whether soloing or convoying in group play.

Solo Play



Learn all about boarding tactics with the Naval Officer boarding tutorial on your home port dock.

Early on, solo play is pretty easy for a Naval Officer. Being able take down pirates and other nations on the open sea at an early level can help develop your naval combat skills. A good method when in combat is to board enemy ships, if you can. With larger ships, and thus a larger crew, a Naval Officer generally has an advantage for doing this. Loading up some grapeshot can really decimate a crew, and shredding enemy sails to slow an enemy ship to a crawl will keep the odds in your favor for boarding.

Bar shot will keep enemies from progressing forward. However, Naval Officers can have a more difficult time than other careers maneuvering around their target due to their slow ships. If you can sail in front of your target and lower your sail at the right moment, you will stop in front of them, forcing them to begin a turn to avoid you. Fire some canister, langridge, or grapeshot at them to drastically reduce their crew and make your life easier. After you defeat a ship, you can turn the ship over to the monarchy for extra doubloons.

If you don't feel comfortable with swashbuckling, you can always blast heavy shot into your enemy's hull to rip them apart quickly. Try to stay to the front and rear of them; you want to avoid gunshots coming from their broadside. If you take out their sails, you should have an easier time. Once you can bring your guns to bear, show them how navy discipline and training make for the finest fighting force to sail the seven seas.

Group Play

Your main role in group play will usually be damage dealer.

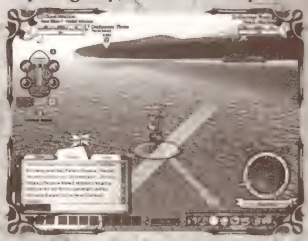
Your main priority in group play is going to be damage, but if you put skills points into the Escort tree, you can also be a great support character for your team. When in a group with faster ships, you can focus on having teammates maneuver their quicker ships around a target to set you up for a high blast of guns. If they can route ships closer to you, then you may be able to get them close enough to board and take over. The massive guns on your navy ship will surely help your group members take out targets quickly.

Grouping with a Naval Officer is nice, because they can more quickly take out ships for your group, and they can play a "tank" role. With larger ships, their armor and massive crews are excellent for taking damage while some of the other careers sneak up behind in attempt to shoot the front of the ship or get close enough to use an antipersonnel shot to decimate the enemy crew.

Your guns' long range gives you a distinct edge in ship battles.

Another benefit is your gun range. This is extremely useful for lowering the speed and turn rate of other ships. There are also many defensive skills that a Naval Officer can use to slow other ships down, making it easier for your other ships to attack. It works teamed with other Naval Officers who have their skills dialed up for maximum damage.

You may also want to work on your reload skills. In tandem with other ships in your group, these skills help a lot when you enter a battle and the enemy ships outnumber yours. Quicker reload can even the odds, or turn the battle in your favor should you sink an important ship or two a few minutes earlier than you might have before.



With all your ship combat skills, don't be afraid to close on single enemy targets even a few levels higher than you.

Levelin' Lightnin' Fast

Early on, missions are by far the best way to level up your character. Hunting down other nations' ships and Pirates on the open sea is always a fun and effective method as well. Ensure that you make money when possible and watch what you spend it on in the auction house. Being able to upgrade your current ship or buy another one can make or break some battles. If your ship is more underclassed than your enemy's, they may have a distinct advantage over you.

Completing missions in town will level you the fastest.

Levels 1–5

Your home port will carry you through the early levels. Run around and do the missions for as many people in town as possible. Some of the missions offered at the game's beginning are not hard to accomplish and make reaching Level 5 easier than taking to the open sea.

Tip

Ye may not wish to complete certain missions that spawn enemy ships. This way ye can keep sinkin' lower-level ships to gain experience and farm some loot.

Levels 6–10

You should extend your missions to the neighboring ports. Closer to Level 8, you can begin to upgrade your ship. If you have been trading, you probably have more than enough money to do this. If you haven't, depending on the auction house you go to, you may upgrade your ship at a discount rate. When in doubt, pick up a civilian ship from the ship trader in town.

A larger ship with a larger crew and higher guns can make progression at this stage quicker, but it is not necessary. Also, around Level 8, if you want a break from missions, you can take to the open sea and hunt down low-level Pirates. Unless your abilities at naval combat are far superior to your level, you shouldn't attack reds with more than one ship in their fleet. On the open sea, it is best to fight ships two or three levels below you and to fight two less ships in the fleet; this keeps the risk of losing your ship at a minimum. If you lose your ship (once its Durability reaches 0), it will be replaced with one lower than your current ship, which can really hurt early on if you have to spend what little money you have to replace it. To advance a little quicker at higher levels, gain some experience in open-sea encounters before you hit double digits.

Levels 11–20

At this point, it is probably best to do a varied mix of missions, especially if you have been mostly out on the open sea for the last few levels. You will definitely make more money completing all the missions in your range than trying to do it all on the open sea.

By the time you reach Level 10, you must upgrade to a higher ship than the Halifax Schooner. Getting a larger crew and a ship with more guns and a longer gun range can make all the difference in some of the upcoming missions. When you purchase another ship, also look into getting upgrades from the auction house. You will probably be running a medium ship around Level 14.

If you haven't been working in the auction house at this point, you should start doing so. By Level 10, you'll be going to other ports if you haven't already, so you have access to many more auction houses and possible bargains. Past this point, some items can get rather expensive, and due to your higher tax rating, you should use the auction houses to sell off your excess goods and make some extra doubloons.

Sell your excess goods at the junk merchant for valuable doubloons.

Level 20+

Leveling past 20 is very similar to reaching 20. At this point, you may start playing with groups and visiting ports at a distance. Missions are still the best way to get experience, and you will be sailing to many different ports that you have not yet visited; this spreads out your network and possibilities. Several ships will become more readily available during your mid-levels, so you can play with more and find a style that you like. Again, firepower is key, so purchasing ships that work along these lines will help you a lot when you are doing combat in missions or on the open sea.

The Ideal Ships

Naval Officers can cruise the sea with a beautiful ship.

Upgrading your ship and choosing your battles wisely so as not to lose your ship prematurely can be stressful enough. Without a decent ship, it's even worse.

Levels 1–18

The starting Halifax Schooner will take you very far in your leveling experience.

You start with a Halifax Schooner, which can serve you well up to about Levels 10–12, depending on your naval skills in combat. This ship is faster than the larger ships you'll earn later in the game. The guns, however, are considerably weaker. At Level 18, look for a Locust Corvette for approximately 4,500 doubloons (which you should have at this point). It is a medium ship with very decent guns and a good crew if you plan on boarding.

Tip

Ride yer starter ship as long as ye can and save yer coins for yer first good boat—the Locust Corvette or the Lexington Brig.

Levels 19–30

Look for a Corvette by the end of your teens.

By Level 19, you should be cruising along in your new Locust Corvette, which will give you more hold space, a larger crew, and more powerful guns. It can quite easily take you up to Level 30, but once you hit your 20s, the Lexington Brig has larger guns and a considerably larger crew. It is also only 500 doubloons more than the Corvette. Whenever you have the doubloons, upgrade to the Lexington and you can live a little larger.

Levels 30–50

The "rate" ships are the ultimate in firepower and luxury for the Naval Officer.

At this point, a lot more ships become available to you. Play with several ships and see which ones work best for your play style. Since Naval Officers are set for doing damage, look for ones with lots of guns and cannons and with large crews, and don't focus on speed and turn ratings. The best vessels for Naval Officers is any of the "rate" ships, but the Mordaunt Fourth Rate is an absolutely exceptional warship toward which all officers should aspire. It has 64 guns and a massive crew. With the mass amount of sheer firepower that this ship can do, it doesn't matter that it's a bit slow to turn and accelerate. Crews often flee from you in a ship battle when they see this ship coming at them.

Privateer

The Intrepid Privateer Frigate cuts through the waves with sharp steel on deck and gold below. Its unfurled sails harness the wind, and the frigate barrels toward friendly landfall—but it can't outrun you. With several perfectly placed cannon blasts, grappling hooks, and your men's enthusiasm, you board and defeat the frigate, claiming its illustrious cargo for yourself.

A Privateer might act like a Pirate at times, but he's more like a "Pirate hunter."

Some might think you a Pirate, but you are a Privateer carrying out your nation's laws and decrees. Historically, Privateers were a very diverse and interesting group. They were given a letter of marque by a specific nation and sent to destroy enemy shipping on behalf of their country. The scope of their powers was limited by the letter of marque, which dictated what actions were "legal." For example, a Privateer may have permission to capture (and keep) enemy merchant vessels, but they may not attack civilian towns.

Frequently, the line between privateer and pirate became very fuzzy. Some of the best-known buccaneers were not pirates, but privateers. Henry Morgan is an excellent example. He sailed far and wide for Britain, often far exceeding the mandate of his letter of marque and committing heinous atrocities against Spain. Although officially England chastised Morgan for his terrible cruelties, the governor of Port Royale protected and rewarded him greatly for his deeds.

Why This Career Be for Ye

The hallmark of a Privateer is versatility. They have many abilities and are well-suited for long fights. They have a wide variety of ships available, and though they lack the speed of a Freetrader, the raw ferocity of the Pirates, and the toughness of the Naval Officers' ships, they are quite well-suited to capturing enemy vessels. They can repair damage to their hulls and sails during a fight, giving them excellent staying power. They can also do things like slow an enemy ship or gain bonuses to grappling an opponent.

Privateers can come from all walks of life, but the one thing they have in common is fierce independence. Though many are patriotic, they choose not to serve in the navy, instead preferring to do things their own way. If you are looking for a career with flexibility—able to fight, sink, and capture enemy vessels at will but still remain able to visit friendly ports and engage in trade—the life of a Privateer might just be for you!

Unlike a Pirate, a Privateer can seize enemy vessels and still visit ports for trade.

Tip

Ye be a lawful pirate of sorts as a Privateer. Yer nation gives ye the power to sink an' capture enemy ships without bein' branded an outsider.

Yer God-given Strengths

You have a wide array of abilities as a Privateer, which will aid you in countless situations.

You will never be at a loss with your repertoire of Privateer skills and abilities. You have advantages for all aspects of ship battles, and it's a matter of using them at the proper time. Where other careers may excel a little more than you in damage, maneuverability, or defense, you've got them all to choose from. Boarding, speed, and self-repair for ships are all featured abilities for a Privateer. It's hard to find any particular area in which the Privateer doesn't have a suitable skill.

In group play, you'll be a welcome addition no matter what team or objective you're given. You can provide extra damage for a rush on a fort, mark a target for your allies in skirmishes, or cruise in tight for grappling attempts on enemy ships. Through a little trickery, you can even slip into limited PvP areas as a "Pirate ship" to carry out your Privateer duties.

Tip

Study yer skills long an' hard. Ye have many choices and will have to choose what ye specialize in.

Yer Regretful Weaknesses

To gain a bonus in one skill, you will have to take a penalty somewhere else.

Unfortunately, all your skill versatility comes at a cost. To excel at one area, a Privateer must often use a skill that will cause penalties in several other areas. When seriously outmatched, navy ships have the firepower to go out in a blaze of glory, Freetraders can run, and Pirates can just capture an enemy vessel and keep on pillaging. However, the poor Privateer in that same situation has a lot of options, but none of them are good. Trying to put on extra speed is going to limit their maneuverability and increase their vulnerability to enemy fire. Bolstering defenses will slow the ship down.

As a Privateer, choose your battles wisely, and these deficiencies will hardly be noticeable to your foes. Against opponents even of higher level and with more powerful ships, a good Privateer captain is a fearsome opponent one-on-one.

Caution

Watch that penalties from yer skills don't stack up an' cause ye more problems than yer benefits.

Privateer Pros and Cons

Pros

- With the line of skills in Unpredictability, Privateers have the ability to focus on one aspect of their ship's performance at a time, giving them a serious edge for players who use them well.
- Privateers are well-suited to boarding actions and have skills to slow the enemy (Cut Shroud), make them easier to board (Foul Lines), and fire antipersonnel rounds (Defense), allowing them to somewhat resist damage as they sail.
- In a well-balanced fight, Privateers have a lot of stamina. They can repair damage to their hulls and sails during combat without using consumables (Survival skills).
- Privateers have some good debuffs to enemy vessels. Making that big old ship of the line turn 50 percent slower (Damage Rudder), fire its guns with 10 percent less speed (Crushing Broadside), and Demoralizing it so that it can't fight as effectively can all turn the tide of a battle.

Cons

- Privateers have rather modest speed (except in short bursts), which can sometimes make them unable to withdraw from combat. Using Speed can help with this, but it will also make you more vulnerable to enemy fire as you try to escape.
- Although Privateers have a lot of abilities, they are jacks-of-all-trades and masters of none. They do not excel in any particular role, and a talented Privateer must use a lot of skill to overcome powerful Navy ships or treacherous Pirates.
- Many of the Privateer's special abilities take a heavy toll on Morale and will make it difficult to switch back and forth between tactics. Nothing is as embarrassing as sailing right up to an enemy vessel intending to board and realizing too late that they've blown away 90 percent of your crew and that you're unable to get away or defend yourself because you spent all your Morale using the Grappling skill.
- Crafting will be much more limited for Privateers than for Freetraders because of taxes in enemy ports. In addition, the slower sailing speed when loaded makes it difficult for a Privateer to sail back and forth between the friendly ports.

Where Should Ye Hail From?

The benefits of one nation over another are largely superficial. They have similar characteristics in regard to geography and resources, and no specialized abilities or skills. A Privateer can be any of the three non-Pirate nations—England, France, or Spain. It's more about individual preferences than gameplay advantages.

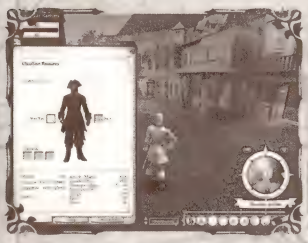
A Spanish Privateer gains no real advantage over those from England or France, but he certainly looks distinct.

Be aware of your Reputation status too. You maintain good and profitable relationships with your allies and negative and potentially damaging relationships with your enemies. Stick to the missions at your home port and to the paths those missions lead you and you'll be fine. Your Reputation rankings will fluctuate, but the missions usually guide you on adventures most fitting for a Privateer. You may be taking down Pirates, which is what you should be doing; it's when you freelance out on the open sea that you must be careful not to sink ships that could be potential future allies.

Tip

When in doubt, sink the dastardly Pirates. Ye are a Pirate hunter, after all, and most would call a negative Reputation with Pirates a fine thing.

Base Villain or Hero? Ye Still Need Stats



A Privateer's stats favor dodging over parrying.

No matter your career, you begin at 100 Health. A Privateer is as likely to take a lethal blow as the next guy, so it's how you rely on your other stats that will keep you alive. As a Privateer, you start with a 60 Dodge, 25 Block, and 15 Parry. To succeed in swashbuckling, you should practice the various hand-to-hand techniques (dirty fighting, fencing, and Florentine) and see which ones favor your play style.

Though you have a high Dodge, which will occasionally help you avoid attacks and keep you swinging a weapon longer, you lack in your Parry skill. Look for gear that improves Parry (or even your Dodge skill, and then you'll be nigh untouchable). Obviously, if you plan to shoot your cannons only from afar, you won't have to concentrate on your hand-to-hand skills; however, you never know when a surprise boarding attempt will occur or when a mission will require a bit of one-on-one confrontation.

What Ye Should Equip

A sword in one hand and a pistol in the other sets you up properly for some fisticuffs with the locals.

With personal items being rare and powerful, complete as many missions as possible as you search for excellent weapons and interesting items to aid in personal combat. Unless you have a mission or two already planned with your society, when you discover a mission that rewards a piece of gear, that mission should rank high on your list of priorities. You can do fine without powerful items on your character; of course, you'll have the extra edge against a similarly skilled opponent should you earn or buy enough items to fill your main hand slot, your pistol slot, and your three general slots.

PIRATES of the Burning Sea

X HERE THAR BE PARROTS

PTX82MJ3GX2H8X8TXAX4

Enter this code to receive your in-game Prima Parrot

Yer Privateer Skills

Privateer combos like Survival skills and repair consumables create powerful combat advantages.

Battle is the best skill line to start with, as the increased damage done by your weapons is invaluable. In addition, Survival is quite useful during long battles, as you can repair much of your damage without burning any hull patches or the like. Since Survival skills and repair consumables are on separate timers, it is possible to use your repair abilities (such as Improvise Sails) while using a Mast Brace, and therefore double the amount of damage being repaired. This is very handy when your ship is being blown to smithereens and you're wondering how you're going to pull through.

Tip

Workin' with yer team, Disabling debuffs prove mighty brutal, as ye can strip an enemy's defenses an' let yer fellows sail in stronger.

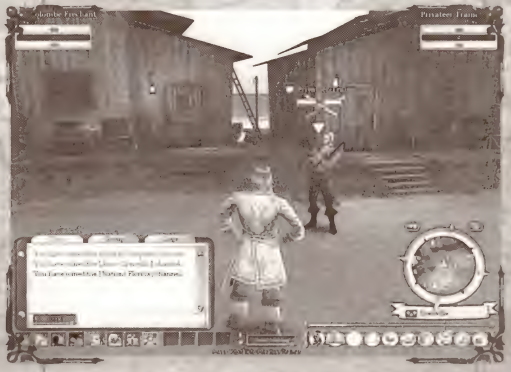
Disabling is another very handy skill line. It will allow you to seriously debuff enemy vessels, albeit at a large cost to Morale, and gives any boarder quite an edge. The Aggression tree seems extremely handy at first glance, especially with Burst of Speed (+50 percent speed). Unfortunately, it lasts only 15 seconds, so aside from closing the distance a bit on a fleeing enemy to perhaps fire one more broadside of chain or star shot, you simply won't get the chance to do anything truly useful in the ability's brief duration. Still, if you're serious about boarding, that line can come in handy.

Low Morale at sea will prevent you from using key abilities, so monitor Morale closely.

Points are well-spent in Unpredictability as well; the buffs to your stats can help you turn the tide of a battle. However, due to the timers your skills are on, you can't just switch skills on and off whenever you feel like it. It's impossible to sail up swiftly using Speed, switch to Offense, and then back to Defense. Nor can you use other very useful abilities (like Crushing Broadside) in conjunction with Unpredictability, because with the heavy Morale penalties, you won't have the points to spend. You might, however, be able to overcome some significant shortcoming of the vessel you are captaining. The poor handling characteristics of a Merchantman, for example, might be overcome by using Maneuver. It's often hard to live with the penalties to all other characteristics, though, and it's hardly worth sacrificing all the other tasty Privateer abilities during a battle because of low Morale.

Spend skill points on the Agility and Deception lines if you plan on entering lots of PvP play.

Agility and Deception can be useful, but obviously they are best suited for someone who likes PvP with groups. Agile Rigging is especially nice, as is Surprise Below Decks. Flexibility is of modest help and should probably be saved for points that you really don't know how to spend any other way.



It's not uncommon to visit the trainer for a "respec" if you want to redo all your Privateer skills.

Privateer Skills

Aggression			
Tracking Shot	Attack. Increases damage and accuracy after firing. Canceled if you take damage.	Max Ship Speed: +20%	Turn Rate: +25%
		Maximum Crew: -40%	Maximum Morale: -20
		Must be Level 3	Reset Timer: 5 sec
Burst of Speed	Provides a massive speed boost for a very short time.	Duration: 15 sec	Morale Cost: 50
		Maximum Ship Speed: +50%	Ship Acceleration: +50%
		Must be Level 3	Reset Timer: 5 min
Death's Embrace	Increases the damage your target takes from all attacks, but also increases the damage you take by a small amount.	Duration: 2 min	Grappling Offense: +10
		Morale Cost: 30	Maximum Ship Speed: -5%
		Damage Resistance: -3%	Must be Level 7
		Target Effects: +6%	Reset Timer: 5 min
Hit and Run	Attack. Increased damage shot that can only be used while you are in motion.	Target: Enemy	Morale Cost: 10
		Damage: +10	Must be Level 11
		Reset Timer: 30 sec	—
Aggression	Increases your maximum Morale for a short time.	Target: Enemy	Morale Cost: 50
		Maximum Morale: +10	Must be Level 15
		Reset Timer: 30 min	—
Agility			
Evade Aggression	Reduces enemy aggression toward you on the open sea for a short time.	Duration: 30 sec	Morale Cost: 20
		Enemy Aggression: -50%	—
Agile Rigging	Passive skill. Increases your maneuverability.	Must be Level 3	Turn Rate: +5%
Grease the Wheels	Claim a prize ship and send it to the navy for a military commendation.	Target: Derelict	Range: 40 y
		Must be Level 7	Reset Timer: 30 sec
Track Upwind	Toggle. Allows faster travel upwind.	Maximum Morale: -20	Morale Cost: 20
		Cooldown Category: Speed	Upwind Speed: +10%
		Luffing Speed: +10%	Close Hauled Speed: +10%
		Must be Level 11	Reset Timer: 3 sec
		Defense: -2	—
Sanctioned Piracy	Passive skill. Causes you to be treated as a Pirate for purposes of ad hoc Pirate PvP. Note that this skill will cause you to become vulnerable to PvP in Pirate PvP areas.	Must be Level 15	—
Battle			
All or Nothing Shot 1	Attack. Increased damage shot that causes you to suffer a large reload penalty.	Reset Timer: 5 min	Target: Enemy
		Duration: 15 sec	Morale Cost: 50
		Reload Rate: -25%	Damage: +20%
Increased Damage	Passive skill. Slightly increases damage.	Must be Level 3	Damage: +5%
All or Nothing Shot 2	Attack. Increased damage shot that causes you to suffer a large reload penalty.	Reset Timer: 5 min	Target: Enemy
		Duration: 15 sec	Morale Cost: 40
		Reload Rate: -20%	Damage: +40%
Surprise Attack	Massive short-duration reload buff that causes you to suffer crew injuries.	Duration: 1 min	Morale Cost: 80
		Reload Rate: +40%	Damage Crew: 20%
		Must be Level 11	Reset Timer: 5 min
Crushing Broadside	Increased damage shot that reduces the target's reload rate.	Duration: 1 min	Morale Cost: 20
		Self Effects: Damage -10	Target Effects: Reload Rate -10%
		Must be Level 15	Reset Timer: 5 min

Privateer Skills (Continued)

Deception			
Stealth 1	Toggle. Decreases the range at which you are detected on the open sea.	Reset Timer: 5 min	Duration: 5 min
		Morale Cost: 20	Stealth, Open Sea: +25%
Hidden Reserves	Quickly restores a moderate amount of Morale.	Duration: Instant	Morale Cost: 40
		Reset Timer: 30 min	Must be Level 3
Stealth 2	Toggle. Decreases the range at which you are detected on the open sea.	Must be Level 7	Duration: 5 min
		Morale Cost: 20	Stealth, Open Sea: +50%
		Reset Timer: 5 min	—
Surprise Below Decks	Quickly recovers injured crew.	Duration: 3 sec	Morale Cost: 80
		Increase Crew: 40%	Must be Level 11
		Reset Timer: 5 min	—
Hide Crew	Order your crew to conceal themselves behind cover, reducing the damage they take.	Duration: Toggle	Morale Cost: 60
		Cooldown Category: Hide crew	Crew Damage Resistance: +25%
		Maximum Morale: 60	Must be Level 15
		Reset Timer: 3 sec	—
Disabling			
Demoralize	Intimidates and terrorizes an enemy's crew.	Target: Enemy	Duration: 1 min
		Morale Cost: 40	Range: 250 yd
		Target Effects: Reload Rate -5%	Target Effects: Ship Acceleration -25%
		Reset Timer: 2 min	—
Cut Shroud	Attack. Damages sails of target, lowering its speed.	Reset Timer: 2 min	Target: Enemy
		Duration: 1 min	Morale Cost: 30
		Target Effects: Maximum Ship Speed -25%	Must be Level 3
Foul Lines	Entangles your rigging with your target's, making grappling easier.	Target: Enemy	Duration: 1 min
		Morale Cost: 20	Range: 100 yd
		Target Effects: Grappling Defense -10	Must be Level 7
		Reset Time: 2 min	—
Damage Reduction	Damages rudder of target, lowering its maneuverability.	Target: Enemy	Duration: 1 min
		Morale Cost: 30	Target Effects: Turn Rate -50%
		Must be Level 11	Reset Timer: 2 min
Cripple Enemy	Attack. Damages target in a variety of ways.	Reset Timer: 5 min	Target: Enemy
		Duration: 1 min	Morale Cost: 10
		Target Effects: Maximum Ship Speed -10%; Turn Rate -10%; Ship Acceleration -5%; Defense -2; Grappling Defense -5%	Must be Level 15
Flexibility			
Battle Preparations: Defense	Increases your defense.	Duration: 8 min	Morale Cost: 20
		Cooldown Category: Battle Preparations	Defense: +2
		Damage Resistance: +5%	Reset Timer: 5 min
Maneuver 1	Toggle. Increases maneuverability.	Reset Timer: 3 sec	Morale Cost: 20
		Cooldown Category: Maneuver	Turn Rate: +8%
		Maximum Morale: -20	Must be Level 3

Privateer Skills (Continued)

Flexibility (Continued)			
Battle Preparations: Offense	Increases your offense.	Duration: 8 min	Morale Cost: 20
		Cooldown Category: Battle Preparations	Accuracy: +2
		Damage: +2%	Reset Timer: 5 min
		Must be Level 7	—
Maneuver 2	Toggle. Increases maneuverability.	Reset Timer: 3 sec	Morale Cost: 20
		Cooldown Category: Maneuver	Turn Rate: +12%
		Maximum Morale: -20	Must be Level 11
Signals	Signal a target to your allies, marking the target and slightly lowering its defense.	Target: Enemy	Duration: 5 min
		Morale Cost: 10	Range: 1,500 yd
		Target Effects: Defense -1	Must be Level 15
		Reset Timer: 1 min	—
Survival			
Defense 1	Toggle. Increases defense.	Reset Timer: 3 sec	Morale Cost: 20
		Cooldown Category: Defense	Defense: +2
		Maximum Morale: -20	—
Improvise Sails	Quickly repairs some sail damage.	Duration: 30 sec	Morale Cost: 10
		Repair Bowsprit: 30%	Repair Foremast: 30%
		Repair Mainmast: 30%	Repair Mizzenmast: 30%
		Must be Level 3	Reset Timer: 5 min
Defense 2	Toggle. Increases defense.	Must be Level 7	Morale Cost: 20
		Cooldown Category: Defense	Defense: +5
		Maximum Morale: -20	Reset Timer: 3 sec
Improvise Armor	Quickly repairs some armor damage.	Duration: 30 sec	Morale Cost: 10
		Repair Port Armor: 30%	Repair Starboard Armor: 30%
		Repair Bow Armor: 20%	Repair Stern Armor: 20%
		Must be Level 11	Reset Timer: 5 min
Evasion	Toggle. Greatly increases your defense as long as you remain in motion.	Cooldown: 1 min	Morale Cost: 60
		Cooldown Category: Defense	Defense: +10
		Maximum Morale: -60	Must be Level 15
Unpredictability			
Speed*	Toggle. Increases your speed and decreases other characteristics.	Reset Timer: 3 sec	Morale Cost: 50
		Cooldown Category: Unpredictability	Maximum Ship Speed: +25%
		Defense: -2	Turn Rate: -5%
		Grappling Offense: -5%	Damage: -5%
		Maximum Morale: -50%	—
Defense*	Toggle. Increases your defense and decreases other characteristics.	Reset Timer: 3 sec	Defense: +10
		Cooldown Category: Unpredictability	Turn Rate: -5%
		Maximum Ship Speed: -5%	Damage: -5%
		Grappling Offense: -5%	Must be Level 3
		Maximum Morale: -50%	—
Maneuver*	Toggle. Increases your maneuver and decreases other characteristics.	Reset Timer: 3 sec	Turn Rate: +25%
		Cooldown Category: Unpredictability	Defense: -2
		Maximum Ship Speed: -5%	Damage: -5%
		Grappling Offense: -5%	Must be Level 7
		Maximum Morale: -50%	—

*Others cannot see which Unpredictable skill you are using.

Privateer Skills (Continued)

Unpredictability (Continued)			
Grappling*	Toggle. Increases your grappling and decreases other characteristics.	Reset Timer: 3 sec	Grappling Offense: +15%
		Cooldown Category: Unpredictability	Defense: -2
		Maximum Ship Speed: -5%	Damage: -5%
		Turn Rate: -5%	Must be Level 11
		Maximum Morale: -50%	—
Offense*	Toggle. Increases your offense and decreases other characteristics.	Reset Timer: 3 sec	Damage: +25%
		Cooldown Category: Unpredictability	Defense: -2
		Maximum Ship Speed: -5%	Grappling Offense: -5%
		Turn Rate: -5%	Must be Level 11
		Maximum Morale: -50%	—

*Others cannot see which Unpredictable skill you are using.

Sails an' Sabers

With sails above your head and sabers at your hip, you have the tools to hunt down the scourge of the seas. Unless you've experienced the lumps and bumps up to Level 50, you will have many questions. Read through the following pages for some general strategies and tips on how to tackle Privateer solo play and group play.

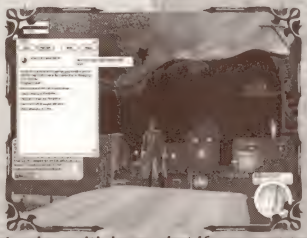
Solo Play

The Privateer lives for solo play. When in ship-to-ship combat, you have plenty of strategies to call upon.

First, decide whether or not to board the enemy. If you are poor at swashbuckling, then your best bet is to destroy them using your cannons. By keeping your distance, you can prevent the enemy from boarding you.

To effectively deal with several ships at once, you can use chain, bar, or star shot to quickly take out enemy sails, instead of doing direct damage to them. After you destroy their masts, they have almost no ability to maneuver, and you can concentrate on other ships still engaging you. If a ship is completely without sails, they can still fire at you, so avoid their broadsides as much as possible. They have no hope of avoiding you if you grapple with them or want to fire broadsides on their stern or bow.

Very few small ships have fore guns, and even aft guns are rather uncommon, so while in combat, try to keep your ship in front or behind your enemy. Even large ships' firepower is concentrated on their sides, so it's always safer to avoid the main firing arcs. Whenever possible, use heavy shot to destroy the enemy vessel; it punches through their armor much faster than basic shot.



Load up with heavy shot if you want to sink a vessel quickly.

If you feel comfortable with swashbuckling (a *very* useful ability to have), then one excellent tactic is to board the largest enemy as soon as possible. This will serve two purposes: First, it immediately deprives the enemy fleet of their greatest firepower. Second, it greatly reduces the damage that the enemy vessels can do to your ship while in boarding combat.

The most effective method for boarding is to sail across the enemy's bow, stopping your ship so the enemy vessel T-bones you. Even if they do not completely stop when they hit you, they will slow to the point where you can board them without resistance. It will take some practice to learn when to "hit the brakes" and not sail past, allowing the enemy to go by your stern unmolested.

If overtaking an enemy from behind, sail alongside, trading broadsides with them (again, use grapeshot, langridge, or canister) until you can pull ahead and turn in front of them, forcing them to stop. You can also use Cut Sail, which will help slow the enemy; or, if they are faster than you, use disabling shots (chain, star, or bar) to take out their sails.

Caution

Forget ye not to stop yer own ship! If yer movin' too fast, yer attempt to grapple yer quarry will fail.

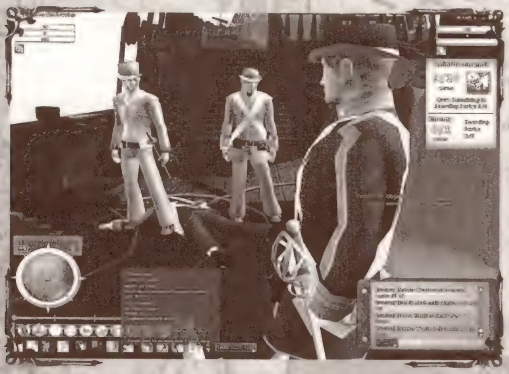
As a Privateer, you have many abilities to choose from. Since you will be engaging in a lot of combat, consider picking up skills from the Battle line first; this will give you All or Nothing Shot, which is a great way to blow holes in someone's ship at close range using heavy shot, or annihilate their crew with grapeshot before you board. Eventually, the Battle line leads to Crushing Broadside, which does 10 percent additional damage with that shot and temporarily reduces your enemy's reload rate by 10 percent. Even though the cooldown on those abilities is long, they can definitely turn the tide of battle.

The Survival skills are another very important line, because they will allow you to repair your ship during combat and give you excellent staying power.

Decide early on if you want to be a long-range bomber or a boarder so you can pick the complementary combat skills.

When choosing skills, also consider whether you intend to engage and sink enemy vessels from a distance, or whether you wish to fight in boarding combat. There are abilities that will help you grapple enemy vessels more effectively. Cut Sail will reduce the enemy's speed by 10 percent, and Improved Grapple will increase the chance that, when you get close, you can board at will.

Group Play



Boarding will attract most Privateers.

Because Privateers are well-suited to boarding, much of their group play will be similar to solo play. Using Crushing Broadsides to debuff enemy vessels and relying on All or Nothing Shot to blow holes through the enemy armor while closing the distance will help your fleet out a lot. Other than that, your job is to take out the enemy as best you can, and even if you fail in boarding combat, the time spent fighting aboard the enemy vessel will be effectively taking that vessel out of combat while your friends do their best against the other ships in the enemy fleet.

You can also play the support role. Though many of your skills require heavy Morale loss to activate, it won't affect your combat ability if you keep your distance and let your fresh allies move in for the kill. As soon as a debuff is active and you have allies near you to pursue, sail in range of the enemy ship and let them have it. It's not a big deal if you take some cannon fire along the way, since you plan to withdraw immediately and can easily use your repair skills (and consumables). Any debuffs you toss on enemy vessels are going to be good for your friends, and if you spend almost all your time in groups, perhaps Disabling and Flexibility will be the most useful skill lines for you.

If you don't choose boarding, a Privateer's role will generally rely on debuffing the enemy.

Levelin' Lightnin' Fast

Missions gain the Privateer the best rewards.

Levels 1–10

Simply said, do all the missions you can. When you finish at a port, you will usually find missions that will send you to the next appropriate port for your level. You will earn far more money and experience, and will receive many ship and personal upgrades in the process. Depending on what nationality you choose, you will start out in Vera Cruz (Spain), Jenny Bay (England), or Charlesfort (France). Stay in and around those ports until around Levels 10–15, when you will run out of missions.

Levels 11–20

At this point, Spanish captains should visit Barilla and Villa Hermosa. Rosignol and Bartica are the next ports for English captains, and French captains should probably sail to Fort Caroline and St. Augustine. These ports will have many more missions for you and will begin to direct you toward other places as you complete them. That should keep you busy until sometime around Level 20.

Levels 20+

When you start running out of missions in these secondary ports, you should be well prepared to explore the wide world; you will find that other ports send you far and wide to complete missions. At this point, the game is far less linear, and you may spend more time trying to sail the open seas, fighting both NPCs and players. Since PvP combat is an integral part of this game, it's always good to have friends with you, lest you find yourself outnumbered and outgunned. You'll still find that doing missions is worth your while, as you will get lots of money, experience points, and even loot, but don't be afraid to embrace other aspects of the game, because they will also reward.

Keep your Freetrader friends in mind, as they can often benefit from you having a strategically placed warehouse or two, and owning a structure to make raw materials can often help you produce goods that will help them out. Ask friends what materials they need for crafting. Keeping your crafting buddies well-stocked with goods will definitely increase your odds of getting nice new ships and equipment to upgrade your ships. Even if you're not going to use all the crafting books that you loot from NPCs, hang on to them and give them to people who will use them—they are often invaluable. While you may not be able to trade as well as a Freetrader, you can certainly guard them better than their own guns can.

Team up with a Freetrader in your society for big profits.

The Ideal Ships

Ship selection is crucial for the Privateer. The ideal ship is fast, nimble, and carries a lot of firepower. A large crew is nice but ultimately not as critical as the other characteristics; after all, a single All or Nothing Shot of canister can decimate an enemy crew. Having superior maneuverability and speed is far more important. Those properties allow you to control the battle, as long as you're not outmatched to the point where a broadside or two sinks your vessel. Cargo space is scarcely a consideration, as you should be keeping your hold empty, not traversing the oceans with a load of iron and teak. Such activities are far better suited to the Freetraders.

Load up on cannonballs, not bananas, before launching out into hostile waters.

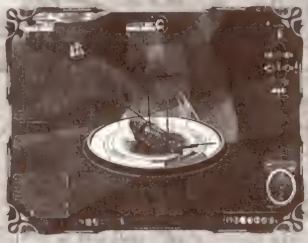
Tip

Crew can swab yer decks an' throw ropes at an enemy ship durin' a grapplin' attack, but trade the lot in fer a fast, nimble, and heavily armed ship, given the chance.

A perfect example of why ship selection is important is Brig versus Corvette. At Level 18, you could purchase a Lexington Brig (Civilian) or a Locust Corvette (Civilian). They are similar in terms of cost and firepower, but the Brig sports far more crew, armor, and cargo space, which makes it seem very attractive at first glance. In practice, though, Brigs are very slow and cumbersome—while they are ponderously attempting to turn, a Corvette can be dancing across the stern and bow, raking them with disabling fire. This, in turn, allows the Corvette to completely dominate the battle.

The following ships do very well for Privateers:

Halifax Schooner



This "newbie" ship is reasonably well-suited for anything, but it's woefully unarmored and undergunned. Get some levels, and get something better! At Level 11, the mastercraft version of this ship, if you can find one, is both quick and deadly to smaller ships. It is one of the fastest ships in the game.

La Belle Light Corvette

With more firepower than the Halifax Schooner, the La Belle Corvette will help you complete lower levels more quickly.

If you can, pick up one of these gems from a crafter at Level 5. They offer better firepower than the Halifax, they're quick to accelerate, and they have good protection (especially for their rigging).

Mediator Cutter

The first Cutter you can pick up is at Level 12. It's a fast, maneuverable ship, and it will serve you well for a long time, if need be.

Expedition Packet-Boat

The Expedition is the first Privateer-only vessel in the game. It offers terrific firepower and outstanding performance for a Level 15 ship. It's a bit short on crew, but due to its nimble handling and firepower, it still shines.

Your first Privateer-only ship is a fine vessel.

Algiers Xebec

While underarmored and undergunned, Xebecs are very nimble and fast. They also come with aft chasers! They're just the thing for discouraging pursuers—not that you're likely to be overtaken by anyone in one of these swift little ships.

Locust Corvette

Like all Corvettes, these are always a good choice for a medium vessel. You can even pick one up from a vendor at Level 17.

Cerberus Frigate

Say hello to some serious firepower at Level 22, if you happen to have a crafter friend who can make the Courier version of this ship! Frigates are the first "slow" ship worth picking up in the game, and though they won't handle quite as well as your little sloops, Corvettes, or Xebecs, the additional firepower makes this beauty well worth having. Twenty-two eight-pound guns can definitely leave an impression on someone (that's 11 guns per broadside).

Arrow Frigate

Though a very rare ship, the Arrow is the first ship in the game with fore (and aft) chasers, and the first to carry 10-pound guns. With 26 of them aboard, this ship has no peer at Level 25. In addition, with 250 crewmembers aboard, you won't have trouble boarding if you can manage to catch someone. Your Naval Officer, Freetrader, and Pirate friends will look on with envy as you sail one of these: They're for Privateers only!

Climb aboard a large frigate and impress your friends, as well as your enemies.

There are many, many other ships in the game for you to discover, but by the time you hit Level 25, you will have a good idea what sort of ships make good Privateer vessels and which ones don't. If you are floundering around in a cargo ship at that level, you've only yourself to blame! Cargo ships are miserable for Privateers. Avoid galleons, Indiamen, and flutes at all cost. Some Privateers sail Brigs, but a skilled captain in a more maneuverable ship can almost always overcome superior armor and crew numbers, especially if the weaponry is roughly equivalent. Now go sink some ships before your letter of marque expires.

Pirate

You lust for a cargo hold full of doubloons, and if they don't appear on a treasure map, you'll seize them from every ship on the sea. You refuse to bend your knee to any lord, and your fellows are your allies so long as you share the same goals for plunder. Your ship rides the waves of freedom, and ports are never home but always places of pillage.

You're a Pirate, and you live by the laws created by you, and you alone. As an outlaw of the Caribbean, most nations will hate you. They will send their Privateers to hunt you down or their Naval Officers to blow you out of the water should you sail near their shores. Freetraders will travel vast distances for profit, steering clear of you at all costs while distributing some of their earnings in a campaign to take you down. Everyone wants a piece of you, and it's that fear and respect that you crave.

Pirates will be the target of everyone, so be on guard for anything.

Why This Career Be for Ye

What makes a Pirate unique in the game? Everything. Unlike other careers, a Pirate survives on his cunning and can seize ships defeated in combat for his own. A Pirate is the ultimate hybrid career. They can do anything they want, fight anyone, enter PvP more frequently than other careers, and enjoy the spoils of war whenever they like.

Pirates can enter the waters around a PvP area more easily than other nations.

However, be careful when you choose to play a Pirate, because your actions may quickly put you into the "hated" category. If you want easy trade or just want to feel safe, the thrilling life of a Pirate may not be for you. But if you want to sail without care and seize the moment—any moment—as soon as it comes, then heed the call to piracy.

Tip

If ye desire to ride on da deck of da ship ye just bested in combat, then da life of a Pirate will do ye well.

Yer God-given Strengths

Being a Pirate gives you the ability to take advantage of tactics that more honorable people would not use. Pirates do not have to worry about whom they attack, nor the method in which they take down a ship. They can blindside an opponent and not feel a bit guilty—it's the Pirate way, after all.

Attack as often and savagely as you like as a Pirate.

A Pirate's greatest strength is their ability to capture defeated ships. You'll save a ton of doubloons this way. Once you have the combat skill, attack a ship of higher level and best it in combat, then trade up to your newly defeated ship. By leaping up to higher-level ships, you will also conquer missions quicker, and you can accelerate your experience as you attempt these greater reward missions.

A Pirate's poor starting Reputation may be considered a weakness, but it can also be considered a good thing. It allows a Pirate to be engaged by many NPCs, who will come after you often and sometimes with a very strong ship. Defeat that ship and you can upgrade your status just like that.

Tip

Save yer doubloons for gear an' ship upgrades. Ye don't have to buy ships as a Pirate. Steal 'em.

Yer Regretful Weaknesses

Heavy taxes will make life expensive for the Pirate.

The only true weakness of a Pirate is greed. Well, greed and the fact that every nation is after you, including other Pirates. Being a Pirate, you know that you're at constant war with other nations and Pirates.

You'll also be subjected to heavy trade taxes from other nations. Unless you avoid attacking other ships, it will be difficult to raise your Reputation with any other faction. Get used to paying steeper prices than some of the other careers.

Also, you have the advantage of capturing ships, but most captured ships are not as strong or durable as their counterparts. Plus, there are only a handful of career-specific ships made purely for Pirates. For every Pirate ship from Level 20 to 40, there are two or more ships for the other careers. And at Level 50, there are tons of navy ships and only one Pirate ship.

Pirates can captain a ship they capture, which is good, but there is a penalty. If a Pirate takes another nation's warship and uses that as his primary ship, the entire fleet of that nation will be out hunting you within the hour. So now you have Pirate hunters coming for you, as well as the nation's naval ships.

Tip

Mastercraft ships are always better than any boat ye steal.

Pirate Pros and Cons

Pros

- Pirates are a hybrid career that can take advantage of both trade and combat. Using skills like Black Market (from the Smuggling skill set) allows the Pirate to drop tax rates similar to the Freetraders. And when it comes to combat, the Pirates have the skills needed to fight even some of the strongest navy fleets.
- Pirates have the skills to avoid conflict. The Evasion skill set allows a Pirate to run when needed and remain undetected when preying on another ship. This comes in handy when trying to get that nice selection of booty from the enemy trade ships, then use the skill to hide from the enemy navy.
- Pirates have no use for the Reputation system. Everyone hates the Pirates.
- Pirates can capture ships that they overcome. Big or small, if the other ship isn't strong enough to sink the Pirate quickly, the Pirate has a good chance to take the ship.

Cons

- The Navy players have a greater ship selection (especially at the higher levels) and stronger and faster ships than the Pirate. These ships are huge and are much faster than a Pirate's ship.
- Midgame ships. All careers have a larger number of ships to choose from. This can cause problems for the solo Pirate. Plus, Pirate-captured vessels have a Durability of 1.
- Each nation has Pirate hunters, and they always seem to pop up at the wrong time. You may not have an easy time out in the open sea.
- It's difficult to be a crafter in the Pirate nation. It is a pain to transfer goods, and with the amount of unfriendly ports, it just isn't worth the risk for most Pirates.

Where Should Ye Hail From?

Marsh Harbour is home to all Pirates.

Marsh Harbour is the starting port for all Pirates. You have no allegiance to any flag, queen, king, or government; it's just you and the loose band of fellow Pirates that will aid you . . . for the right price.

Base Villain or Hero? Ye Still Need Stats

Your starting Pirate stats give you a leg up in dodging incoming hand-to-hand blows.

You have a 100 score across the board with Health, Balance, and Initiative. However, that doesn't give you an advantage against others, since all starting characters have those same stats. The difference shows up with your hand-to-hand stats, where you have a 60 Dodge, 25 Block, and 15 Parry. You'll rely on Dodge for defense; every blow that misses keeps you alive that much longer. Block will also minimize damage, though not as effectively as your Dodge skill, and Parry will kick in occasionally unless you build it up with special gear bonuses.

Caution

Don't choose yer swashbucklin' based on yer stats. Generally, ye don't find gear 'til later in yer career, and ye want skills that complement yer play style.

What Ye Should Equip

A gear upgrade helps a Pirate, especially as you climb to Level 30 and above.

At Levels 1–30, there is no desperate need to upgrade your swords or pistols. Sure, every bonus helps, but you can really do everything with your flimsy sword of choice and pistol that can be purchased at the Dirty Fighting trainer.

At Level 30, however, upgrading your pistol, sword, boots, gloves, and jacket can make a major difference. The clothing upgrades will enhance your Balance, damage reduction, and your Blocking and Parrying skills. Look for "fine" or "superior" gear, and grab those items if the price is fair.

Yer Pirate Skills

You can emphasize Speed, Firepower, and even tax evasion with your Pirate skills.

Because the Pirate has one of the most efficient hybrid skill sets in the game, they are a threat in many areas. The Pirate takes aspects from all careers and excels in anything into which you put skill points. For example, the Pirate has a Smuggling skill set that reduces the Pirate's tax rate in enemy ports similar to the Freetrader. A Pirate also has access to combat skills similar to Naval Officers and the Privateers. So the Pirate can move fast, trade at a nice rate, and combat the Privateers.

Tip

Stealth tactics from yer Evasion can give ye a surprise stab at the enemy or let ye slip outta sight like the devil himself.

You can also move into the Evasion skill set. These skills allow a Pirate to remain undetected, which provide two main benefits: avoiding combat or sneaking up on the enemy. When running Stealth, you can chase after the enemy for the quick attack from behind and they won't know what hit them. Then when you need to avoid combat, you can use the same skills to sneak right past the enemy.

For a solid combat-based Pirate, you will want to take all the skills in Brutality, Destruction, and Gunnery. The skills in those three will maximize your damage potential. With your remaining points, go into the Survival, Red Flag, and/or Flogging skill sets.

A well-rounded Pirate (less damage, but better survival odds) will want to start off with the Brutality and Disaster trees. These allow you to improve your aim on specific targets on the ship. After that, start working on your Gunnery and Red Flag skills. These allow you to damage the enemy ship, take out crew members, and then board the ship for a quick and hostile takeover.

For a stealthy Pirate, get the first three skills in the Skullduggery tree in order to stealth up behind the enemy. Before you start doing this en masse, level up your Gunnery and Red Flag skills. Get in there quickly, use Rake Shot and your antipersonnel shots, and board the enemy ship. It's a quick get-in-and-get-out attack.

Pirate Skills

Brutality			
Target Weakness 1	Decreases the target enemy's defense.	Duration: 1 min	Target Effect: Defense -4
		Morale Cost: 20	Reset Timer: 5 min
Sacrifice for Speed	Send men aloft to enhance speed.	Morale Cost: 20	Maximum Crew: -40%
		Maximum Ship Speed, Battle: +15%	Maximum Morale: -20
		Turn Rate, All: +15%	Requires: Target Weakness 1
		Ship Acceleration: +25%	Reset Timer: 1 min
Target Weakness 2	Decreases the target enemy's defense.	Duration: 1 min	Target Effects: Defense, All -5
		Morale Cost: 20	Must be Level 5
		Range: 1,000 yd	Reset Timer: 5 min
Sacrifice for Damage	Pack your guns with too much powder, ignore safety, and gain Firepower.	Duration: Toggle	Maximum Crew: -40%
		Morale Cost: 30	Maximum Morale: -30
		Damage: +10%	Must be Level 7
		Reload Rate: +10%	Reset Timer: 1 min
Sacrifice for Victory	Push your men beyond their breaking point to improve a variety of characteristics.	Damage: +10%	Duration: Toggle
		Ship Acceleration: +10%	Reset Timer: 1 min
		Morale Cost: 40	Maximum Crew: -50%
		Turn Rate, All: +20%	Maximum Morale: -40
		Grappling Offense: +10	Must be Level 9
		Reload Rate: +20%	—
Destruction			
Demoralize	Intimidates and terrorizes an enemy's crew.	Duration: 1 min	Target Effects: Reload Rate -5%
		Morale Cost: 40	Must be Level 1
		Range: 250 yd	Ship Acceleration: -25%
		Reset Timer: 2 min	—
Cut Shroud	Damages sails of target, lowering its speed.	Duration: 1 min	Must be Level 4
		Morale Cost: 30	Reset Timer: 2 min
		Target Effect: Max Ship Speed, Battle -25%	—
Foul Lines	Entangles your rigging with your target's, making grappling easier.	Duration: 1 min	Must be Level 5
		Morale Cost: 20	Reset Timer: 2 min
		Range: 100 yd	Target Effect: Grappling Defense -10
Damage Rudder	Damages rudder of target, lowering its maneuverability.	Duration: 1 min	Must be Level 7
		Morale Cost: 30	Reset Timer: 2 min
		Target Effects: Turn Rate, All -50%	—
Cripple Enemy	Damages target in a variety of ways.	Duration: 2 min	Turn Rate, All: -10%
		Morale Cost: 10	Grappling Defense: -5
		Target Effects: Max Ship Speed, Battle -10%	Ship Acceleration: -5%
		Reset Timer: 5 min	Must be Level 9
		Defense, All: -2	—

Pirate Skills (Continued)

Disaster			
Desperation Fire 1	Increased damage shot that also damages your armor.	Morale Cost: 20	Damage: +25%
		Damage Port Armor: 10%	Reset Timer: 1 min
		Damage Starboard Armor: 10%	Damage Stern Armor: 10%
		Damage Bow Armor: 10%	—
Dump Guns	Dump guns overboard to temporarily increase speed.	Duration: 30 sec	Must be Level 3
		Morale Cost: 20	Reset Timer: 1 min
		Max Ship Speed, Battle: +25%	Damage Batteries: 20%
		Ship Acceleration: +25%	—
Desperation Fire 2	Increased damage shot that also damages your armor.	Morale Cost: 20	Damage: +40%
		Damage Port Armor: 5%	Must be Level 5
		Damage Starboard Armor: 5%	Reset Timer: 1 min
		Damage Bow Armor: 5%	Damage Stern Armor: 5%
Rum Ration	Increases reload rate, turn rate, acceleration, and Morale, but effects wear off quickly.	Duration: 5 min	Maximum Morale: +10%
		Morale Cost: 20	Must be Level 7
		Reload Rate: +15%	Ship Acceleration: +10%
		Turn Rate, All: +10%	Reset Timer: 5 min
Deter Pursuit	Reduces the speed of the target enemy. Requires Dismantling Shot.	Target: Enemy	Target Effects: Max Ship Speed, Battle -60%
		Duration: 30 sec	Must be Level 9
		Morale Cost: 30	Reset Timer: 5 min
Evasion			
Maneuver 1	Toggle. Increases maneuverability.	Morale Cost: 20	Must be Level 1
		Turn Rate, All: +8%	Reset Timer: 3 sec
		Maximum Morale: -20	—
Evade Aggression	Reduces enemy aggression toward you on the open sea for a short time.	Duration: 30 sec	Must be Level 3
		Morale Cost: 20	Reset Timer: 5 min
		Enemy Aggression: -100%	—
Maneuver 2	Toggle. Increases maneuverability.	Morale Cost: 20	Must be Level 5
		Turn Rate, All: +12%	Reset Timer: 3 sec
		Maximum Morale: -20	—
Tack Upwind	Toggle. Allows faster travel upwind.	Toggle	Morale Cost: 20
		Luffing Speed: +10%	Upwind Speed: +10%
		Must be Level 7	Close Hauled Speed: +10%
		Defense: -5	Reset Timer: 3 sec
		Maximum Morale: -20	—
Evasion	Toggle. Greatly increases your defense as long as you remain in motion.	Morale Cost: 50	Must be Level 9
		Defense, All: +10	Reset Timer: 1 min
		Maximum Morale: -50	—
Flogging			
Flog Gunners 1	Temporarily increases your reload speed.	Morale Cost: 50	Must be Level 1
		Reload Rate: +10%	Reset Timer: 30 sec
		Maximum Morale: -50	—
Cut Lines 1	Reduces your vulnerability to grappling attacks.	Duration: 1 min, 10 sec	Must be Level 3
		Morale Cost: 20	Reset Timer: 2 min
		Grappling Defense: +15	—

Pirate Skills (Continued)

Flogging (Continued)			
Flog Gunners 2	Temporarily increases your reload speed.	Morale Cost: 50	Must be Level 5
		Reload Rate: +20%	Reset Timer: 30 sec
		Maximum Morale: -50	—
Cut Lines 2	Reduces your vulnerability to grappling attacks.	Duration: 1 min, 10 sec	Must be Level 7
		Morale Cost: 20	Reset Timer: 2 min
		Grappling Defense: +30	—
Increased Damage	Passive Skill. Slightly increases damage.	Damage: +5%	Must be Level 9
Gunnery			
All or Nothing Shot 1	Increased damage shot that causes you to suffer a large reload penalty.	Duration: 15 sec	Damage: +20%
		Reload Rate: -25%	Reset Timer: 5 min
Rake	Attack. Rakes the desk of the target, doing increased damage to the crew.	Duration: 3 sec	Must be Level 3
		Morale Cost: 30	Reset Timer: 5 min
		Target Effects: Damage Crew 30%	—
Overloaded Shot	Attack. Increased damage shot that reduces your accuracy for a shot time afterward.	Duration: 30 sec	Must be Level 5
		Morale Cost: 30	Reset Timer: 5 min
		Accuracy, All: -3	Damage: +40%
Hit and Run	Attack. Increased damage shot that can only be used while you are in motion.	Morale Cost: 30	Turn Rate, All: +5%
		Maximum Ship Speed, Battle: +5%	Must be Level 7
		Ship Acceleration: +10%	Reset Timer: 5 sec
Vital Strike	Attack. Inflicts additional structure damage to the target.	Duration: 3 sec	Target Effects: Damage Hull 50
		Morale Cost: 10	Reset Timer: 2 min
		Self Effect: Accuracy, All: +5	Must be Level 9
		Damage: 0%	—
Red Flag			
Decimate	Attack. Reduces enemy's resistance to being grappled. Requires antipersonnel shot.	Duration: 30 sec	Reset Timer: 2 min
		Morale Cost: 30	Must be Level 1
		Target Effects: Grappling Defense -25	—
Bloodthirst	Passive skill. Increases the effectiveness of your boarding party.	Boarding Party Level: +1	Must be Level 3
Death's Embrace	Increases the damage your target takes from all attacks, but also increases the damage you take by a small amount.	Target: Enemy	Self Effects: Damage Resistance -3%
		Duration: 2 min	Range: 500 yd
		Morale Cost: 30	Target Effects: Damage Resistance -6%
		Must be Level 5	Reset Timer: 5 min
Bosun's Whip	Removes negative effects of crew loss for a short time.	Duration: 1 min	Reset Timer: 5 min
		Morale Cost: 20	Must be Level 7
Fury	Increases your maximum Morale for a short time.	Duration: 5 min	Reset Timer: 30 min
		Morale Cost: 50	Must be Level 9
		Maximum Morale: +10	—
Skullduggery			
Stealth 1	Toggle. Decreases the range at which you are detected on the open sea.	Duration: 5 min	Must be Level 1
		Morale Cost: 20	Reset Timer: 5 min
		Stealth, Open Sea: +25%	—
To the Last Man	Quickly restores a moderate amount of Morale.	Duration: 5 sec	Must be Level 3
		Morale Cost: 40	Reset Timer: 30 min

Pirate Skills (Continued)

Skullduggery (Continued)			
Stealth 2	Toggle. Decreases the range at which you are detected on the open sea.	Duration: 5 min	Must be Level 5
		Morale Cost: 20	Reset Timer: 5 min
		Stealth, Open Sea: +50%	—
Give the Slip	Decreases open-sea speed of nearby enemies but prevents you from initiating combat for the duration of the effect.	Duration: 15 sec	Must be Level 7
		Target Effects: Max Ship Speed, Open Sea -30%	Reset Timer: 30 min
Misdirection	Temporarily makes you immune to attacks on the open sea.	Duration: 30 sec	Reset Timer: 30 min
		Morale Cost: 20	Must be Level 9
Smuggling			
Before the Wind 1	Increases your speed while sailing downwind.	Morale Cost: 20	Max Morale: -20
		Broad Reach Speed, Battle: +10%	Must be Level 1
		Running Speed, Battle: +10%	Reset Timer: 3 sec
Agile Rigging	Passive skill. Increases your maneuverability.	Turn Rate, All: +5%	Must be Level 3
Before the Wind 2	Increases your speed while sailing downwind.	Morale Cost: 20	Max Morale: -20
		Broad Reach Speed, Battle: +20%	Must be Level 5
		Running Speed, Battle: +20%	Reset Timer: 3 sec
Black Market	Passive skill. Reduces the taxes you pay on production in enemy ports.	Tax Rate Adjustment: -60%	Must be Level 7
Devil Take the Hindmost	Signal a target to your allies, marking that target and slightly lowering its defense.	Target: Enemy	Target Effects: Defense, All -1
		Duration: 5 min	Reset Timer: 1 min
		Morale Cost: 10	Must be Level 9
Survival			
Defense 1	Toggle. Increases defense.	Morale Cost: 20	Reset Timer: 3 sec
		Defense, All: +2	Must be Level 1
		Maximum Morale: -20	—
Jury Rig	Quickly repairs some sail damage.	Duration: 30 sec	Repair Foremast: 30%
		Morale Cost: 10 sec	Repair Mainmast: 30%
		Repair Bowsprit: 30%	Repair Mizzenmast: 30%
		Reset Timer: 5 min	Must be Level 1
Defense 2	Toggle. Increases defense.	Reset Timer: 3 sec	Max Morale: -20
		Morale Cost: 20	Must be Level 7
		Defense, All: +5	—
Plug Leaks	Quickly repairs some armor damage.	Duration: 30 sec	Repair Bow Armor: 20%
		Morale Cost: 10	Repair Stern: 20%
		Repair Port Armor: 30%	Must be Level 11
		Repair Starboard Armor: 30%	Reset Timer: 5 min
Too Mean to Die	Prevents all damage for a short time.	Duration: 30 sec	Reset Timer: 30 min
		Morale Cost: 75	Must be Level 15

Playin' with Skulls an' Crossbones

Fly the Pirate flag high and you're a target for almost every other non-Pirate in the Caribbean. Still, that flag is your source of defiance and pride. You might be caught and end up dead, but you won't be caught dead without it. The following solo and group tips will help you escape those life-threatening situations all Pirates run into on a seemingly daily basis.

Solo Play

There are a multitude of strategies for playing solo. When it comes to leveling, complete the missions you can do on your own. If you run into a mission that's too difficult for your current level and no one can help, skip it and seek out some easier ones (even in nearby ports). You can return to complete it when you have more skills, speed, and firepower. If you really get stuck, seek out some random combats on the open sea to gain a little more experience.

Missions accelerate your experience the best, but when you get stuck, try some random open-sea encounters.

When in combat and playing solo, if your ship is a little faster than the enemy's, take advantage of the bar shot and use any skill that aims for the sails. Slow the enemy until they are barely moving; then proceed to fire on them in a figure-eight attack pattern. Fire grape shot and trigger the Rake Shot skill (second skill in the Gunnery tree). This will clear out a lot of the crew, enabling you to board the ship easily and take it for yourself.

Against multiple NPC ships, especially Pirate hunters, use bar shots on one to slow it down and use grape/star shot on the other so you can board one of them; this tactic will make it easier to take them both out. When you need to escape from battle, combine the skills Damage Rudder, Cut Shroud, and Deter Pursuit, which slow down your enemy's pursuit and give you those extra precious seconds that mean the difference between life and death.

Evasion and Skullduggery skills can help you in your conquest to secure the booty sitting in an enemy's cargo hold. A mixture of the Stealth skill mixed with the Maneuver and Track Upwind skills can surprise and capture an enemy that would generally get away from you. After your initial volley, heap on the antipersonnel shots, along with the Rake skill, so you can board them while you're close.

Group Play

Working as a team with other Pirates will make your life much easier against the rest of the world.

Depending on the ships involved in the contest, the tactics can be very similar to solo play or a mixture of both. Against multiple ships, it is better to hone in on one ship first and systematically take it out, unless someone in the group can attack two people at once. After taking down the first ship, move onto the next one. Do not worry about multiple ships at once; rather, focus on your target. If one ship is faster than the other or has more cannons or a faster reload time, use bar or chain shots to take out the sails. As you disable the ship, your teammates move in for the kill. Work like a pack of wolves on the high seas.

Tip

Joinin' a Pirate society can bring ye riches, fame, and firepower. More ships means yer chances at livin' to the morrow improve.

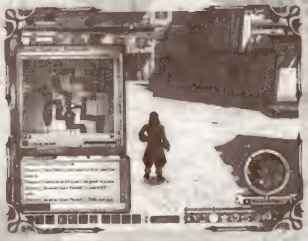
Always be aware of what your allies—and enemies—are doing in the battle. You don't want several enemies to catch you alone; stick with the numbers and work together to eliminate your threats. Communication is key to success. If you see a teammate in trouble, and it's not going to expose the whole fleet by breaking ranks, help out and keep your numbers strong. If a teammate falls into a situation where he's being double-teamed, a great tactic is to ram the enemy. You may take a little damage, but you'll mess up the enemy's shot and drop their speed for possible boarding attempts. With a little backup, you are much stronger than the guns on any one ship.

In group play, concentrate on destroying a single ship before moving onto the next target.

Keep track of your allies' movements and react accordingly.

Levelin' Lightnin' Fast

A Pirate's life is hard but equally rewarding if you know where to look. Early on, a Pirate will want to stick to Marsh Harbour and the other Pirate-held ports, though it won't be long before you're out scouring the sea for the hint of a sail on the horizon and the promise of riches beyond belief.



Early missions prepare you for greater adventures, so gather all the experience you can.

Levels 1–10

When leveling up your character, you can easily stay in Marsh Harbour from Levels 1 through 10. There is a mixture of missions, including talking to people, killing people in the town, taking someone's ship, or attacking other Pirate bases. Swords, guns, booze, booty, and the open sea are the perfect mixture for a Pirate.

Levels 11–20

For Levels 11–20, you will still stay in the same general area of the world. There are five ports you can go to and receive more missions to level your character. These ports include Marsh Harbour, Morgans Bluff, Harbour Island, Cat Island, and Whitby Island. You're relatively safe from outside attack in this region, and you won't run out of things to keep your sword and cannons busy.

Levels 21–30

For the next 10 levels, you need to be in Mexico. For Levels 21–30, keep yourself in the general area of Cabaneras, Jacobs Clock, Golden Lake, Turpitude, and St. Rose. Going out and picking random fights doesn't hurt, but similar to previous levels, you will want to do missions, missions, and more missions. You'll probably explore more PvP play at this stage too.

The Mexican shores will call to your spirit in the 20s.

Levels 31–40

Levels 31–40 can be completed near one of the more famous Pirate ports, Tortuga. You can find all the missions and combats needed in this area of the world. Port Royal, Ruddy Cove, Point-a-Pitre, Leogane, Port de Paix, Santo Domingo, Bridgetown, San Juan, Roseau, and Tortuga all will have tasks that will keep you leveling.

Combat will also help you level. Start attacking anything that moves at this point. This will ensure the missions last until the last possible point in this group of levels.

Levels 41–50

Levels 41–50 are the same as leveling up at Levels 31–40. Stick to the same general area, concentrating on completing the harder missions in the game. Missions and port invasions are your best chance at leveling.

The Ideal Ships

Battle conditions, circumstances, and locations will always affect your ship choice. Some ships are better for combat, others for speed. Some are good in groups and some are great solo. Generally, though, the ideal ship is the one with more speed and more gunpowder than the enemy.

Gunpowder and speed should attract your keen eye for a new Pirate ship.

Levels 1–20

Many consider the Dolphyn Ketch to be the best all-around Pirate ship.

These ships are well-rounded for a Pirate. Early on, you don't have as much choice on what to captain, but luckily your starting Halifax Schooner can take you far. It can easily support you until Level 12. However, you can upgrade to a better ship at around Level 5 with the Chaleur Schooner.

The Chaleur Schooner will last until you hit around Level 7, when you can go out and get a Ketch or a Jamaica Sloop. The Ketch is the preferred choice in piracy ships.

Levels 21–30

The Ketch should get you on your way until Level 20+. There you will have a couple ships to select from. You can acquire the Reaper's Grasp Refit Bark. This ship, though weaker than the Naval Officer's Level 25 ship, the Arrow Frigate, is a great upgrade from the Ketch.

Levels 31–40

At Level 35, you can get your hands on the Neptune's Disgrace, a refit galleon. This is your first Pirate warship. It will make hunting merchants for their treasure that much easier. It will also allow you to acquire many other ships.

Levels 41–50

Once you hit the higher levels, a Pirate warship will decimate your enemies.

At Level 45, you have a choice of two ships that are Pirate-only—the Cursed Blade Refit Frigate and Abaddon's Will Refit Galleon. Choose based on your play style. The Cursed Blade is a faster ship that carries more loot. The Abaddon's Will is a war vessel designed for quick devastation of another ship. If you like to hit and run or chase someone down, the frigate might be better for you. If you like to wait for another ship to come close and spring mass damage on them, then this ship is for you. Either way, both are great warships.

The Economy

Many games have a set economy where you can buy certain items for fixed prices in the market areas. *Pirates of the Burning Sea* is different. Once you enter the Caribbean, the entire market ebbs and flows with players' actions. Some players will drop off and sell goods at a port, while others will want to buy items when they sail into port.

The law of supply and demand applies. If you need some marble to build a new structure, and a thousand other players need the same marble, the price for marble will climb. Conversely, if you are the only captain on the sea searching for a common item such as gravel, you will find it at a reasonable price.

In order to make goods, you need recipes, which you can obtain on missions or at the various auction houses. Recipes define what you can create, such as chain shot or stealth sails.

Next, you gather resources in one of three main ways. First, you can buy them in port at the local auction house. Each port has a different set of available resources; check your world map (or the complete port resource list in the Ports chapter) and scroll through the nearby ports to find what you need and then set sail for that port.

Second, you can collect resources as loot rewards during missions. This method helps fill in some of the gaps; however, there's no guarantee what loot you'll pick up, so you'll probably need to gather resources with one of the other two methods as well.

And third, you can build structures that harvest your desired item. For example, if you build a lumber camp, you can steadily harvest logs. Your structure accumulates weekly man-hours that you spend to harvest goods, so spend those man-hours before the week's out to gain as many resources as possible.

If you plan on using a lot of the raw material, find a port controlled by your nation that has your desired resource and build the appropriate structure. You can obtain resources like common wood and gravel from more advanced structures, so build those instead to increase your options.

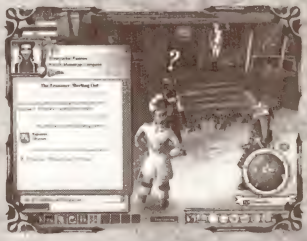
Eventually, your goods will outgrow your ships' holds and you'll need to build a warehouse. You gain a free warehouse in your starter port and in each of the regional auction house ports. Regional auction houses are in Barilla, Rosignol, Pointe-a-Pitre, Oranjestad, San Juan, Tortuga, Port Royal, and Pensacola. Expand your warehouses to every port in which you have goods listed in the auction house and you will have plenty of room to store your resources and craft to your heart's content.

Identify the ports that have the raw materials you need for crafting, and visit them often.

And craft you should. Players make the best ships, the best ship equipment, and the best munitions and other consumables. While NPCs can and do supply the basics, the very best stuff comes only from players.

Tradin' Basics

Learn about the economy by heading to any port where you can build a warehouse and hitting the Economy button (G). There you'll find a button labeled "Economy Tutorial." All players should do it. It doesn't cost anything, it doesn't take much time, and it's about a level's worth of experience at about Level 10. Do all the missions in your starting port, then head out to start your Economy tutorial.



The Economy tutorial is a must for everyone, especially those interested in crafting.

To produce anything, from raw materials to finished ships, you must produce it in a town in which you own a warehouse. You can build a warehouse in most towns, save for those that have regional auction houses, starting auction houses, or towns that the opposing team cannot capture.

If your nation owns the town, the costs of producing those items are lower than if your nation doesn't. Each town has its own mix of natural resources. The overall strategy comes in having your side looking to capture ports to count toward the victory condition and having your side control ports that have the natural resources you'll need (to produce everything from oak to limestone to having a deep natural harbor in which to produce large ships).

As there are a limited number of places that have deep natural harbors, control of one or more of them becomes critical to the ability to manufacture ships relatively inexpensively (even though the cheapest of player-made ships are still very expensive!).

The same idea holds true for all resources. While some resources are more common than others, some are available in only a few places. Nation control of those places makes it possible for the relatively inexpensive gathering of those resources.

Faction and career also play a part. A Naval Officer will find it difficult, if not impossible, to harvest resources in an enemy port, while a Freetrader can do so somewhat easily, if not a bit more expensively.

Proximity of ports with resources matter. The less time you spend shipping resources from one port to another, the less likely it is that you'll be jumped by an NPC nasty or by an enemy player looking to ruin your day.

For the most part, crafting revolves around shipbuilding, modification, and supplying. Some items are used solely for trading purposes and have no practical use in the game, and the buildings required to produce those items can produce only those items. Because of that, and because you're limited to the number of structures you can have, don't produce these goods unless you're dedicating yourself to trading only in this way and not doing any substantial production.

Main
Group
Logs
anything, i cant see you nor anyone else online
[Nation] [Charles de MontNoir]: weird...
You have changed to the [Area: Florida] channel.
[Nation] [Francesca Devereux]: it works, make sure you cap the right letters
[Nation] [Cyrus Dufaux]: is it just me or is there no settings for mouse speed and key mapping?
Open Sea

Shipbuilding is the most popular craft trade.

Like any commerce system, the trick to making money is pretty straightforward: Produce items that few people are producing, produce them as efficiently as possible (cost and timewise), and sell them at what the market will bear while keeping your prices lower than your competitors.

Obviously, scarcity plays a role in pricing, as does production cost. Following that logic, if an opposing side controls all the ports that produce a raw resource, expect the price of that resource to go up for your side—along with everything that is produced from that resource.

While you can find most common resources, such as oak, fir, and iron, in many places, certain resources such as ironwood and gold are restricted to a few ports. With the exception of deep natural harbors, which are needed for large shipyards, most of the constrained resources are typically used only for high-end vessels and components.

Auction House

The economy revolves around the players. Resources get harvested and traded, and the only way to own some of the better player-created ships is to buy them through the market.

Stop by the auction house for a bargain or stock up on much-needed materials.

The easiest method to find the natural resources necessary to create items or buy those of other players is to visit the auctioneer in your local port. He brings you to the Auction House window. Here you can collect materials, buy ship parts in quantity, or sell your most recent acquisitions for profit.

You can quickly locate what you want by searching region, port, and item category, which includes cannon ammunitions, consumables, loot items, manufactured goods, personal equipment, pistols, raw materials, recipe books, ship deeds, ship outfitting, shipwright materials, structure deeds, and swords.

When you find what you're looking for, you must outbid other players for the item. There's even a tab to keep track of all the items you've won and where you must go to retrieve them.

No matter your play style—whether you're always looking for a sale or just trying to sink as many ships as possible—the auction house is essential. You may need raw materials for building or you may need consumables for repair or maybe a shiny new pistol to help with that next PvP mission.

Where to Set up Home Base

If you're a Freetrader, consider setting up in a port that has a deep natural harbor. The nations tend to set up main bases there, as it's the only place you can build large ships. Bridgetown, Fort-de-France, Havana, Leogane, Matthew Town, Ruddy Cove, Santo Domingo, and St. John's all have deep natural harbors. From a tactical and strategic perspective, these ports are hot property, so watch out for the other sides trying to take it away!

If you're not a Freetrader, consider building your structures near regional auction houses. These can't be flipped, and if you're nearby, you can always store your goods in the free warehouses they have there.

Structures an' Warehouses

Build structures to save money on the resources you need to manufacture goods and on those you use yourself. You'll often recoup building costs within the first week or two of owning it. Obviously, you can also sell the goods you produce.

Structures are your main method of gaining resources.

You get only 10 lots, not including warehouses. The limit is for lots, not structures. Most structures take up only one lot, but there are exceptions (i.e., a large shipyard takes up three lots), so keep an eye out for them. The 10-lot limit applies to all characters. For example, if you have three characters on a given server, the 10-lot limit is spread out among all three characters, so you cannot have 30 lots.

When you start thinking about a home base, try to find a port that in not conquerable and has at least some of the resources you need. Also, try to find a home base that is next to other ports that have other resources you need. Once you get past your second port, your profit margin starts to go down. This also applies to ports that are far apart.

Try to plan out your structures so that you can harvest resources to build them. Common ingredients include granite, gravel, common wood, oak logs, oak blocks, and iron ingots. You can always demolish structures to make new ones, so don't be afraid to build a structure early on that you know you will outgrow.

After you establish your base of operations, try to team up with a friend. Societies are good for this too. Coordinate your needs and overlap on resources that are required more than others. Constantly watch for deals in the auction houses as well; sometimes you can find items for less than you could make them for.

The obvious goal for all your hard work is to output more than you input. If your goal is shipbuilding, your end result will sell well, but it is not a fast business, and you will be tempted to build ships for yourself. Some of the structures needed to build ships also have a secondary purpose. For example, many structures can also create enhancements for existing ships. There is a constant demand for these and will likely be your bread and butter. When you're out doing missions keep *everything* you receive from enemy ships—you will often get items you do not manufacture. Doing missions is also your biggest resource for finding crafting books.

Pay your upkeep costs or your structures will get shut down.

Be intelligent about where you place your manufacturing structures like the lumber camp and forge. It would be very inconvenient to harvest your logs at one port and transport them to your lumber mill in another port. For example, you can quickly create 200 oak logs, but they are needed in large quantities by the lumber mill. By themselves, 200 logs will take up 200 slots of carrying capacity, but if you turn them into other items, they will likely take up only a quarter of that space.

Structures have upkeep costs, which you buy one week at a time. If you fail to pay the upkeep cost in a timely fashion, you will lose man-hours for production. You can build up a maximum of three days' worth of man-hours for any given structure. Man-hours are a commodity just like everything else. Do not waste them. If you are getting close to the maximum, create commonly used items.

Upkeep Savings

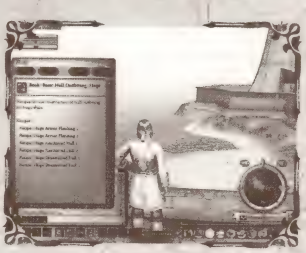
Think before you build. It's expensive to put up a structure. You don't want to put one up, then change your mind about its location, tear it down, and put it somewhere else. It can cost you thousands of wasted doubloons, not to mention wasted labor!

All things considered, upkeep isn't that expensive, but if you're not using your buildings, there's no harm in letting them get shuttered until you want to use them again. They don't lose the labor stored in them (although you don't accrue any while they're shuttered), so let them get shuttered, then just pay the upkeep when you're ready to use them again.

Remember, you must be in a port to use the structures you've built in that port. When you have acquired a few ships, keep one in each port in which you have a structure. This will allow you to instantly travel to them to handle any construction needs. Keep in mind that the items in your ships' holds do not travel with you when you do this, so if you need to get materials to the port, you must do it the old-fashioned way. Items in your personal inventory do travel with you, though. If you need a structure deed or a recipe book, jump to all the ports in which you have a ship and see if they have one in the auction house.

Don't be afraid to demolish a structure. They are cheap to build, and some, such as the saltpeter caves, produce so much so fast that they outstrip the manufacturing needs. You can build it, keep it for a week, and demolish it to build something else, such as an iron or copper mine. Structures like the granite quarry are useful only early in the game, unless you're going to build ships, and even then (like the saltpeter caves) they outstrip the production needs.

Every time you build a structure, you will get some basic recipes; however, they are not all inclusive. Recipe books contain multiple recipes on a given topic. They may offer recipes for multiple structures and are often themed. Recipe books surrounding shipbuilding are a necessity. Just building a large shipyard will not net you everything you need to build every ship.



Recipe books can give you the blueprints necessary for building that next lucrative item.

Structure Building Chart

Name	Upkeep/ Wk	Drafting Cost	Office Req to Draft	Drafting Recipe Learned From...	CONSTRUCTION											
					DBL	GRN	GRV	ROP	BRI	CPI	IRI	LTH	LIB	LIM	LGC	LGO
Advanced Copper Mine	200	6,000	M	Fragments of an Engineering Manual, 3	4,000	5	—	—	2	—	2	—	2	—	15	5
Advanced Forge	400	12,000	M	Fragments of an Engineering Manual, 7	4,000	10	8	—	2	—	1	—	2	—	8	—
Advanced Gold Mine	1,000	12,000	M	Fragments of an Engineering Manual, 7	4,000	5	—	—	2	—	2	—	2	—	15	5
Advanced Grain Mill	400	6,000	M	Fragments of an Engineering Manual, 1	4,000	10	5	—	2	—	—	—	2	5	5	—
Advanced Granite Quarry	200	6,000	M	Fragments of an Engineering Manual, 5	4,000	—	—	2	2	—	2	—	2	—	20	10
Advanced Iron Mine	400	6,000	M	Fragments of an Engineering Manual, 3	4,000	5	—	—	2	—	2	—	2	—	15	5
Advanced Ironwood Logging Camp	400	9,000	M	Fragments of an Engineering Manual, 8	4,000	—	5	1	2	—	1	—	2	—	8	—

Outside of shipbuilding, you have a few options. If you want to craft ammunition and weapon upgrades, start generating your raw resources ahead of time. For example, it takes a full day's labor to create eight units of black powder, which is the primary ingredient for making any type of ammunition. To create black powder, you need one common wood log, one sulfur, and six saltpeter. Each of these requires its own structure, and you will not find sulfur and saltpeter in the same port. Therefore, find a port that has one or the other, along with as many other raw resources you can find. You can harvest the common wood logs at any logging camp. For example, the Santa Clara port has an oak forest (oak logging camp), limestone (limestone quarry), granite (granite quarry), and guano caves (saltpeter caves), so you get two of your main ingredients here and can find a sulfur mine elsewhere.

You will not need to keep your saltpeter caves, sulfur mine, or even oak logging camp around for long, though. They outweigh your black powder production by more than six to one. You can get rid of them after a couple of weeks and have more than enough to last you for a long time.

To create black powder, you will also need a powder mill, which allows you to create some consumables to enhance your cannons. Create this as quickly as possible to start storing labor. You'll also need iron ingots, which require an iron mine, a limestone quarry, and a forge. If you opted for the saltpeter port, then you already have the limestone quarry or at least the port to build one in. The port in Tampico could contain your sulfur and iron mines. You could put your forge where the majority of your other buildings are. The iron mine will also outproduce your ability to create iron ingots.

The last structure you need is the weaponsmithy. All your other structures will feed into here to create the ammunition and cannon upgrades. When you have all this going, you can offset your costs quickly. Players go through their ammunition pretty quickly, and buying from you is much cheaper than buying from the junk merchant—who sells the stuff for 200 doubloons per crate! You can easily beat that and make a tidy profit.

Structure Building Chart Legend

DBL	Doubloons
GRN	Granite
GRV	Gravel
ROP	Hemp Rope
BRI	Brass Ingot
CPI	Copper Ingot
IRI	Iron Ingot
LTH	Leather

LIB	Lignum Vitae Blocks
LIM	Limestone
LGC	Common Wood Log
LGO	Oak Log
LGT	Teak Log
OBL	Oak Block
SVI	Silver Ingot
MBL	Marble

Structure Building Chart

				Raw Materials		Manufactured Materials		Shipwright Materials		
LGT	OBL	SVI	MBL	Produced	Used By	Produced	Used By	Produced	Notes	Req Port Resources
4	—	—	—	Ore, copper	Forge	None	—	—	Copper deposits, river	Must be a Level 30 Freetrader
4	—	—	—	None	—	Ingot (brass, copper, gold, iron, lead, silver), nails	Construction, weaponsmith, forge, all shipyards, carpenter (nails)	Anchors (All), ballast, brass ship fittings, iron ship fittings, mast hoops, ingot (gold, silver—for Mastercraft ships only)	River	Must be a Level 30 Freetrader
4	—	—	—	Ore, gold	Forge	None	—	—	Gold deposits, river	Must be a Level 30 Freetrader
4	—	—	—	None	—	Wheat flour	Bakery, fishing lodge, all shipyards	—	River	Must be a Level 30 Freetrader
4	1	—	—	Granite, gravel	Construction, weaponsmith (GRV)	None	—	—	Granite, river	Must be a Level 30 Freetrader
4	—	—	—	Ore, iron	Forge	None	—	—	Iron deposits, river	Must be a Level 30 Freetrader
4	1	—	—	Lignum vitae, logs (common wood)	Carpenter, lumber mill, all shipyards	None	—	—	Forest (ironwood), river	Must be a Level 30 Freetrader

Structure Building Chart (Continued)

Name	Upkeep/ Wk	Drafting Cost	Office Req to Draft	Drafting Recipe Learned From…	CONSTRUCTION											
					DBL	GRN	GRV	ROP	BRI	CPI	IRI	LTH	LIB	LIM	LGC	LGO
Advanced Limestone Quarry	200	6,000	M	Fragments of an Engineering Manual, 5	4,000	—	—	2	2	—	2	—	2	—	20	10
Advanced Lumber Mill	200	6,000	M	Fragments of an Engineering Manual, 4	4,000	5	5	—	2	—	2	—	2	—	10	—
Advanced Marble Quarry	400	6,000	M	Fragments of an Engineering Manual, 5	4,000	—	—	4	2	—	2	—	2	—	20	—
Advanced Medium Shipyard	800	12,000	M	Fragments of an Engineering Manual, 2	4,000	—	—	2	2	—	2	4	2	—	40	20
Advanced Oak Logging Camp	200	6,000	M	Fragments of an Engineering Manual, 4	4,000	—	5	1	2	—	1	—	2	—	8	—
Advanced Plantation	200	6,000	M	Fragments of an Engineering Manual, 1	4,000	—	5	—	2	—	2	4	2	—	10	—
Advanced Small Shipyard	400	9,000	M	Fragments of an Engineering Manual, 2	4,000	—	—	1	2	—	1	2	2	—	20	10
Advanced Sugar Plantation	400	6,000	M	Fragments of an Engineering Manual, 6	4,000	—	5	—	2	—	4	8	2	—	20	—
Advanced Sugar Refinery	400	6,000	M	Fragments of an Engineering Manual, 6	4,000	20	10	—	2	—	2	—	2	—	10	—
Advanced Teak Logging Camp	400	9,000	M	Fragments of an Engineering Manual, 8	4,000	—	5	1	2	—	1	—	2	—	8	—
Advanced Zinc Mine	400	9,000	M	Fragments of an Engineering Manual, 7	4,000	5	—	—	2	—	2	—	2	—	15	5
Cacao Plantation	200	504	D	Maison Rustique/The Countrey Farme	1,000	—	5	—	—	—	2	4	—	—	10	—
Carpentry Shop	200	126	D	Draughtman's Office	1,000	8	5	—	—	—	1	—	—	—	5	—
Cochineal Harvest (Prickly Pear Grove)	400	126	D	Maison Rustique/The Countrey Farme	1,000	—	—	—	—	—	2	2	—	5	10	—
Coffee Plantation	400	504	D	Maison Rustique/The Countrey Farme	1,000	—	5	—	—	—	2	4	—	—	10	—

Structure Building Chart (Continued)

					Raw Materials		Manufactured Materials		Shipwright Materials		
	LGT	OBL	SVT	MBL	Produced	Used By	Produced	Used By	Produced	Notes	Req Port Resources
	4	1	—	—	Limestone, gravel	Forge, weaponsmith (GRV)	None	—	—	Limestone, river	Must be a Level 30 Freetrader
	4	—	—	—	None	—	None	—	Beam (all), filling-frame (all), frame timber (all), keel (all), mast section (all), planks (oak, teak), ship stem, spar (all), strakes (oak, teak), transom (all)	River	Must be a Level 30 Freetrader
	4	2	—	—	Marble, gravel	Construction, weaponsmith (GRV)	None	—	—	Marble deposits, river	Must be a Level 30 Freetrader
	4	2	—	—	None	—	None	—	Hull (M, S, T), square rig (all), fore and aft rig (all)	Natural harbor, river	Must be a Level 30 Freetrader
	4	1	—	—	Logs (oak, common wood)	Lumber mill, carpenter, weaponsmith	None	—	—	Forest (oak), river	Must be a Level 30 Freetrader
	4	—	—	—	Hemp, maize, sack of beans, wheat	Textile mill (hemp), pasture (maize), fishing lodge (beans), all shipyards (beans), grain mill (wheat)	None	—	—	Fertile soil, river	Must be a Level Freetrader
	4	1	—	—	None	—	None	—	Hull (S, T), square rig (M, S), fore and aft rig (S, T)	River	Must be a Level 30 Freetrader
	4	—	—	—	Sugarcane	Sugar refinery	None	—	—	Fertile soil (sugar), river	Must be a Level 30 Freetrader
	4	—	—	—	None	—	Molasses, sugar, refined	Rum distillery (molasses), fishing lodge (sugar), all shipyards (sugar)	—	River	Must be a Level 30 Freetrader
	4	1	—	—	Logs (teak, common wood)	Lumber mill	None	—	—	Forest (teak), river	Must be a Level 30 Freetrader
	4	—	—	—	Ore, zinc	Forge	None	—	—	Zinc deposits, river	Must be a Level 30 Freetrader
	—	—	—	—	Cacao	None	None	—	—	Fertile soil	
	—	—	—	—	None	—	Barrel (oak), lignum vitae blocks, oak blocks	Fishing lodge, all shipyards, rum distillery (barrels), winery (barrels), textile mill (blocks), weaponsmith (blocks)	Blocks (all—see Manufactured Materials)	None	
	—	—	—	—	Cochineal	None	None	—	—	Fertile soil (cactus)	
	—	—	—	—	Coffee	Recruitment office	None	—	—	Fertile soil	

Structure Building Chart (Continued)

					Construction											
Name	Upkeep/ Wk	Drafting Cost	Office Req to Draft	Drafting Recipe Learned From...	DBL	GRN	GRV	ROP	BRI	CPT	IRI	LTH	LUB	LUM	LGC	LGO
Copper Mine	200	252	D	Draughtman's Office	1,000	5	—	—	—	—	2	—	—	—	15	5
Cotton Plantation	200	504	D	Draughtman's Office	1,000	—	5	—	—	—	2	4	—	—	10	—
Curing Shed	200	126	D	Draughtman's Office	1,000	5	10	—	—	—	—	—	—	—	5	—
Distillery (Rum Distillery)	400	252	M	Master Draughtman's Office	1,000	10	5	—	—	4	—	—	—	—	5	—
Draughtman's Office	100	126	D	Draughtman's Office	1,000	5	5	—	—	—	—	—	—	—	5	—
Fir Logging Camp	200	126	D	Draughtman's Office	1,000	—	5	1	—	—	1	—	—	—	8	—
Fishing Lodge	200	126	D	Draughtman's Office	1,000	1	1	1	—	—	—	—	—	—	8	—
Forge	400	252	D	Draughtman's Office	1,000	10	8	—	—	—	1	—	—	—	8	—
Gold Mine	1,000	504	D	De Re Metallica	1,000	5	—	—	—	—	2	—	—	—	15	5
Grain Mill	400	126	D	Draughtman's Office	1,000	10	5	—	—	—	—	—	—	5	5	—
Granite Quarry	200	504	D	Draughtman's Office	1,000	—	—	2	—	—	—	—	—	—	20	10
Hunting Lodge	200	126	D	Draughtman's Office	1,000	1	1	1	—	—	—	—	—	—	8	—
Iron Mine	400	504	D	Draughtman's Office	1,000	5	—	—	—	—	2	—	—	—	15	5
Ironwood Logging Camp	400	126	D	Sylva/A Discourse of Forest—Trees	1,000	—	5	1	—	—	1	—	—	—	8	—
Large Shipyard	1,200	1,008	M	Plan of the Naval-yard	1,000	—	—	4	—	—	4	8	—	—	80	40
Limestone Quarry	200	504	D	Draughtman's Office	1,000	—	—	2	—	—	2	—	—	—	20	10
Lumber Mill	200	252	D	Draughtman's Office	1,000	5	5		—	—	2	—	—	—	10	—

Structure Building Chart (Continued)

				Raw Materials		Manufactured Materials		Shipwright Materials		
LGT	OBL	SVI	MBL	Produced	Used By	Produced	Used By	Produced	Notes	Req Port Resources
—	—	—	—	Ore, copper	Forge	None	—	—	Copper deposits	
—	—	—	—	Cotton fiber	Textile mill	None	—	—	Fertile soil	
—	—	—	—	None	—	Fish and meat (cured)	Fishing lodge, all shipyards	—	None	
—	—	—	—	None	—	Rum	Fishing lodge, all shipyards, recruitment office, rum distillery	—	None	
—	—	—	—	None	—	None	—	—	None	"No Trade" version available via quest
—	1	—	—	Logs (fir, common wood)	Lumber mill, tar distillery, carpenter	None	—	—	Forest (fir)	
—	—	—	—	Fish, fresh	Curing shed	None	—	Tiny hull, tiny fore and aft rig, ship provisioning (S)	None	
—	—	—	—	None	—	Ingot (brass, copper, gold, iron, lead, silver), nails	Construction, weaponsmith, forge, all shipyards, carpenter (nails)	Anchors (all), ballast, brass ship fittings, iron ship fittings, mast hoops, ingot (gold, silver—for Mastercraft ships only)	None	
—	—	—	—	Ore, gold	Forge	None	—	—	Gold deposits	
—	—	—	—	None	—	Wheat flour	Bakery, fishing lodge, all shipyards	—	None	
—	1	—	—	Granite, gravel	Construction, weaponsmith (GRV)	None	—	—	Granite	
—	—	—	—	Game animals	Tanner Curing Shed	None	—	—	Abundant game	
—	—	—	—	Ore, iron	Forge	None	—	—	Iron deposits	"No Trade" version available via quest
—	1	—	—	Lignum vitae, logs (common wood)	Carpenter, lumber mill, all shipyards	None	—	—	Forest (ironwood)	
—	4	—	—	None	—	None	—	Hull (all), square rig (all), fore and aft rig (all)	Deep natural harbor	
—	1	—	—	Limestone, gravel	Forge, weaponsmith (GRV)	None	—	—	Limestone	"No Trade" version available via quest
—	—	—	—	None	—	None	—	Beam (all), filling frame (all), frame timber (all), keel (all), mast section (all), planks (oak, teak), ship stem, spar (all), strakes (oak, teak), transom (all)	None	

Structure Building Chart (Continued)

					Construction											
Name	Upkeep/ Wk	Drafting Cost	Office Req to Draft	Drafting Recipe Learned From…	DBL	GRN	GRV	ROP	BRI	CPL	IRI	LTH	LIB	LIM	LGC	LGO
Marble Quarry	400	504	D	De Re Metallica	1,000	—		4	—	—	4	—	—	—	20	20
Master Draughtman's Office	200	252	D	De Architectura E56Vitruvia	5,000	10	10		—	—	—	—	—	—	10	—
Medium Shipyard	800	504	M	Master Draughtman's Office	1,000	—		2	—	—	2	4	—	—	40	20
Oak Logging Camp	200	126	D	Draughtman's Office	1,000	—	5	1	—	—	1	—	—	—	8	—
Pasture	200	126	D	Draughtman's Office	1,000	—	2		—	—	1	—	—	—	10	—
Plantation	200	504	D	Draughtman's Office	1,000	—	5	—	—	—	2	4	—	—	10	—
Powder Mill	400	252	M	Master Draughtman's Office	1,000	10	5	—	—	—	2	—	—	5	5	—
Provisioner	200		D	Draughtman's Office	1,000	8	5	—	—	—	1	—	—	—	5	—
Recruitment Office	100	105	D	Draughtman's Office	500	5	5	—	—	—	—	—	—	—	5	—
Saltpeter Harvest	200	126	D	Draughtman's Office	1,000	5	10	—	—	—	—	1	—	—	5	—
Silver Mine	400	504	D	De Re Metallica	1,000	5	—	—	—	—	2	—	—	—	15	5
Slaughterhouse	200	252	D	Draughtman's Office	1,000	5	10	—	—	—	1	—	—	—	10	—
Small Shipyard	400	252	D	Draughtman's Office	1,000	—	—	1	—	—	1	2	—	—	20	10
Sugar Plantation	400	1,008	D	Draughtman's Office	1,000	—	5		—	—	4	8	—	—	20	—
Sugar Refinery	400	504	M	Master Draughtman's Office	1,000	20	10	—	—	—	2	—	—	—	10	—
Sulfur Excavation	400	252	D	Draughtman's Office	1,000	10		—	—	—	1	—	—	—	10	5
Tannery	200	126	D	Draughtman's Office	1,000	5	5	—	—	—	—	—	—	—	10	—
Tar Distillery	200	126	D	Draughtman's Office	1,000	10	5	—	—	5	—	—	—	—	10	—
Teak Logging Camp	400	126	D	Sylva/A Discourse of Forest—Trees	1,000	—	5	1	—	—	1	—	—	—	8	—

Structure Building Chart (Continued)

					Raw Materials		Manufactured Materials		Shipwright Materials		
	LGT	OBL	SVI	MBL	Produced	Used By	Produced	Used By	Produced	Notes	Req Port Resources
	—	2	—	—	Marble, gravel	Construction, weaponsmith (GRV)	None	—	—	Marble deposits	
	—		—	—	None	—	None	—	—	None	
	—	2	—	—	None	—	None	—	Hull (M, S, T), square rig (all), fore and aft rig (all)	Natural harbor	
	—	1	—	—	Logs (oak, common wood)	Lumber mill, carpenter, weaponsmith	None	—	—	Forest (oak)	"No Trade" version available via quest
	—	—	—	—	Livestock	Pasture, slaughterhouse, dairy	None	—	—	Fertile soil	
	—	—	—	—	Hemp, maize, sack of beans, wheat	Textile mill (hemp), pasture (maize), fishing lodge (beans), all shipyards (beans), grain mill (wheat)	None	—	—	Fertile soil	"No Trade" version available via quest
	—	—	—	—	None	—	Black powder	Weaponsmith	—	None	
	—	—	—	—	None	—	Bread, cheese (common, fine), smelling salts, ship provisions	Provisioner, all shipyards, (ship provisions)	Ship provisions (used by all shipyards)	None	
	—	—	1	2	None	—	None	—	—	None	
	—	—	—	—	Saltpeter	Powder mill	None	—	—	Guano caves	
	—	—	—	—	Ore, silver	Forge	None	—	—	Silver deposits	
	—	—	—	—	None	—	Beef, crate of hides	Curing shed (beef), tannery (hides)	—	None	
	—	1	—	—	None	—	None	—	Hull (S, T), square rig (M, S), fore and aft rig (S, T)	None	
	—	—	—	—	Sugarcane	Sugar refinery	None	—	—	Fertile soil (sugar)	
	—	—	—	—	None	—	Molasses, sugar (refined)	Rum distillery (molasses), fishing lodge (sugar), all shipyards (sugar)	—	None	
	—	—	—	—	Sulfur	All shipyards, powder mill	None	—	Sulfur (see raw materials)	Sulfur deposits	
	—	—	—	—	None	—	Crate of furs, crate of hides, leather	Construction (leather), none (furs), tannery (hides), carpenter (leather)	—	None	
	—	—	—	—	None	—	Wood tar	Fishing lodge, all shipyards, textile mill	Wood tar (see Manufactured Materials)	None	
	—	1	—	—	Logs (teak, common wood)	Lumber mill	None	—	—	Forest (teak)	

Business Models

Raw Materials Supplier

Any raw material can be generated and sold, and can be considered self-sufficient. This includes anything from raw logs of any type (such as fir, oak, or common wood) to sulfur from sulfur mines.

Be aware, however, that raw materials typically do not command high prices/markup. It's easy to generate raw materials, so there's a fair amount of competition and usually no shortage of supply. As a rule, the number of steps it takes to complete an item tends to increase its scarcity.

However, there are certain raw materials that, due to relatively few source ports, tend to command slightly higher prices. Some of these include saltpeter, sulfur, wine grapes, cotton fiber, and ironwood. Examine the markets on your server to find the soft spots, then strike!

Leather Supplier

This setup generates 40 leather a day on day one, then 50 leather a day for as long as you keep it running. Leather tends to sell *very* well, as it's considered a three-step process, and each step is relatively time-consuming.

You will gain the following benefits from this trade profession setup:

- **Three plantations:** Generates maize, 40/day/plantation = 120 maize
- **Three pastures:** Generates 4 livestock from 2 livestock + 20 maize + 12 hours = net +4 livestock/pasture/day from 40 maize = 12 livestock from 120 maize/day
- **One slaughterhouse:** Turns 1 livestock + 1 hour into 8 beef and 4 crates of hides. Twelve livestock = 48 hides, plus 96 beef/day
- **Three tanners:** Turns 10 crates of hides + 12 hours into 10 leather = 40 leather/day total, plus 8 leftover crates of hides, which generates an extra 10 leather a day, starting day 2 and leaves labor left over.

You'll also find that you have *a lot* of beef to sell in the market to those with curing sheds. Alternatively, you can drop one tanner for a curing shed, which leaves you with a surplus of crates of hides. These will sell pretty well, and you'll have a lot of cured meat, which will make you popular with the provisioners!

Black Powder Maker

Black powder is one of two things that make the Caribbean go! Without powder, there's no ammunition, and with no ammunition, there's no hearty debates over the tavern bill!

Black powder requires sulfur, saltpeter, and common wood, plus a powder mill. You won't find sulfur and saltpeter in the same port, but luckily they're usually one port apart from each other. Sometimes those ports belong to different sides, but it's easy to set up in an opposing port, if you're a Freetrader. However, it can be difficult for a Privateer or a Naval Officer, and a Pirate may be completely out of luck. So if you're thinking about being a powder monkey, consider being a Freetrader.

You will gain the following benefits from this trade profession setup:

- **One saltpeter cave:** 60 saltpeter/day/cave = 60 saltpeter/day
- **One sulfur excavation:** 20 sulfur/day/mine = 20 sulfur/day
- **Seven powder mill:** 8 black powder/day/mill from 1 wood, 1 sulfur, 6 saltpeter = 56 black powder/day from 7 wood, 7 sulfur, 42 saltpeter
- **One logging camp (any kind):** 480 logs, common wood/day

Iron Monger

Iron is used for ammunition, cannon, shipbuilding, and structures. It's very important in the Caribbean, and there's always a demand. Profit margins tend to be pretty high; everyone needs to know a good supplier of iron ingots.

An advantage of being an iron monger is that you can build everything you need in one port, making it very easy to set up and generate with a minimum of moving things around.

Another advantage is that this build takes only eight structures, leaving you two structures for simple stand-alone things, such as an architect's office or a plantation.

You will gain the following benefits from this trade profession setup:

- **Two iron mine:** 120 ore/day/mine = 240 ore/day
- **Three limestone quarries:** 40 limestone + 40 gravel/day/quarry = 120 limestone
- **Three forge:** 40 ingot, iron/day/forge from 40 limestone + 80 ore/day = 120 iron ingots from 120 limestone + 240 ore/day

The net of this is 120 iron ingots with no waste at all!

Rum Runner

Rum is the other thing that makes the Caribbean go! What's a sailor without his rum? Rum also keeps your sailors sharp before they head into battle, so don't skimp.

While rum is used only for a few things, those few things are important! You can't provision a ship without it, so anyone looking to build a ship will need some. Rum is also used when refitting Pirate ships and for crafting smelling salts. And, of course, rum is used to make emergency rum

rations, which can easily turn the tide of a battle if used just before boarding or being boarded.

You'll be doing some traveling, but you can find ports with limestone and oak in one place, then sugar and iron ore in another. Build all your nonresourced buildings near your sugar plantation and iron ore. You'll be hauling oak and limestone to make barrels and hauling iron for those barrels, but you can generate far more barrels than you'll need, so you'll only have to make that haul every few days or so—unless you're selling iron and/or barrels on top of the rum!

Additionally, the surplus iron plus the forge allows you to have a profitable side business in nails and similar hardware.

You will gain the following benefits from this trade profession setup:

Iron mine: 120 ore, iron/day

Limestone quarry: 40 limestone + 40 gravel/day

Forge: 40 ingot, iron/day from 40 limestone + 80 ore, iron/day

Oak logging camp: 120 oak logs/day

Carpenter: 120 barrels (oak)/day from 24 oak logs + 24 iron ingots

Four sugar plantations: 20 sugarcane/day/plantation = 80 sugarcane/day

Sugar refinery: 40 molasses + 40 refined sugar/day from 80 sugarcane

Rum distillery: 32 rum/day/distillery from 32 barrel (oak) + 16 molasses

Munitions Maker

This is a complex combination of iron monger and powder maker, but it works and generates a lot of incidental materials, which you can sell.

While everything eventually sells, you can count on ammunition always selling well. While it's not terribly profitable, the volume by which players go through ammo keeps turnover high.

Location is everything here. You can find nearby towns that have the combination of items you need, but they're rare, and they're often owned by different sides. But don't let that stop you. Ammo makers create a lot of ammo quickly and have plenty of other salable items (like iron ingots) left over daily.

Also keep in mind that you can easily shuffle production from ammo to cannons if there's a need for it. Black powder sells just fine on its own, so don't worry about letting it build up.

You will gain the following benefits from this trade profession setup:

One saltpeter cave: 60 saltpeter/day/cave

One sulfur excavation: 20 sulfur/day

Three powder mill: 8 black powder/day/mill from 1 wood, 1 sulfur, 6 saltpeter = 24 black powder/day from 3 wood, 3 sulfur, 18 saltpeter

Logging camp (any kind): 480 logs, common wood/day

Iron mine: 120 ore, iron/day

Limestone quarry: 40 limestone + 40 gravel/day

Forge: 40 ingot, iron/day from 40 limestone + 80 ore, iron/day

Weaponsmith: Average 240 crates of ammunition of varying types/day from 24 ingot, iron + 24 black powder

Net per Day

42 saltpeter

17 sulfur

A lot of wood

40 iron ore

40 gravel

16 iron ingots

240 crates of assorted ammunition

You can branch out into other trades, such as sail maker, provisioner, specialty goods provider, ship carpenter, and fur trader, but the earlier documented professions should make you the most money. In the end, though, it's up to your preference. If you have fun with a certain trade, then why change?

Bargain Huntin'

Bargains are relative. Every item in the game has a definitive value—that is, because it costs money to generate raw materials, and it costs money to refine resources and fabricate items, you can calculate the "real" cost of an item. It is unlikely that you'll find an item for less than the cost of fabrication.

Generally, anything under 10 percent markup is a steal.

Typically, the generally accepted markup for items is 10 percent for society members, 20 percent for players in the same nation as you, and 30 percent for everyone else. If you calculate the amount it costs to produce the item, then add the markup percentage, that's about what you can expect to pay. If you find anything for less than a 10 percent markup, buy it!

There's no one place to get said bargains, however. Bargains are largely dictated by the players participating in the economic system. A player will often want to clear room in his warehouse or want to get money quickly and will offer his goods up on the auction house at a lower price. A player's best bet is to offer a low price for the goods he wishes to purchase and select the box that allows for partial orders. If there are any goods at that price, he will get them. If his desired quantity has not been filled, then he can raise his offer and try again. The player should also look for ports that generate the resource he needs. This works for any lower-level component such as iron, sugar, and other natural resources.

To make tons of doubloons, don't buy low and sell high; rather, recruit customers and supply them with a quantity of goods they're willing to pay for.

There's no real money in buying low and selling high. Most of the money is to be made in production and supply. In order to make the best profit, manufacture your goods at a port controlled by your nation; this helps you avoid higher taxes. Sell your goods at a regional auction house. They seem to get the most business flow, and players will tend to look there rather than a local auction house. In addition, you get a free warehouse at ports where there is a regional auction house. Don't be afraid to mark your goods a little cheaper than the average selling price. Players in a hurry will not be concerned with trying to reduce their cost. If they offer 1,000 doubloons and you're asking 800 doubloons, you will get the 1,000 doubloons.

Building Ships

You must team up with others to build a ship.

No one builds a ship entirely by themselves. It's possible, provided you don't mind building and tearing down structures several times, but it's completely inefficient.

To be a shipbuilder, you must buy components or raw materials on the open market, or get help from a group of like-minded people or a society. Shipbuilding, especially of the larger ships, requires hundreds, if not thousands, of materials and items, not to mention the cost of production.

Sample Shipbuilding

In addition to the standard ships that you can create using similar materials, there are more advanced versions of some of them. Take the Lexington Brig, for example. Once crafted, this medium-level ship can be transformed by adding some additional components. By adding five brass ship fittings, four more small cannons, a single bit of fine cheese, a gold and silver ingot, five lignum vitae blocks, five teak planks, some money, and a single unit of fine wine, you can create a Lexington Mastercraft Brig.

The new ship has a larger capacity, more armor, greater firepower, longer range, better maneuverability, and greater defensive capabilities. One major difference between crafting the standard ships and the advanced ships is that you get only one of the advanced ships when you are done. This, however, does not mean you cannot turn the other two Lexington Brigs into Mastercraft Brigs.

Craftin' a Livin'

Providing consumables can make you a rich captain if you can keep up with demand.

Decide ahead of time what you want to do with crafting. Do you want to build colossal ships? Manufacture upgrades and consumables? Or just earn a profit? For any of these, figure out what structures you need. You have a limit of 10 structures, and a few of them take two or more of those 10 slots (shipyards being one of them). Try to find ports close together that have the natural recourses you need. This will cut down on your travel time. Also keep in mind that some structures will supersede others. For example, a gravel quarry can produce only gravel, but a granite quarry produces granite and gravel. If you later build a structure that handles something a current structure has, blow through any remaining labor in the old structure and demolish it to make room for a new one.

If you're planning on building ships, keep in mind that the bigger shipyards allow you to build the ships that require the smaller shipyards; they also come with the same recipes, plus more.

Watch for recipe books. Obtaining them as loot is the best way, of course, but look for good deals in the auction house. The more of these you collect and learn, the more options you have for crafting.

Also, watch for advanced versions of the different structure deeds, such as the advanced forge. They are more expensive to build, but they use less labor when creating goods.

Don't worry too much about what you'll need six months from now. It might be a good idea to focus on creating items that sell quickly and easily rather than going straight onto shipbuilding. A good option for starting out is to work on crafting ammunition. You can always advance to the next level after you've stockpiled some profit.

Advanced Tips

- Try to sell your goods at a regional auction house. You get access to a free warehouse at the ports where the regional auction houses exist. You cannot build there, but having a place to store your finished goods is very nice.
- When the game resets, all the ports will revert to their default ownership. Try to establish your structures at ports that belong to your nation. If they get taken over, the game eventually resets and your nation once again controls the port.
- Team up with two or more players. You cannot control everything, so focus on specific areas and let your friends work on the others.
- Shipbuilding probably won't be your main source of income; however, common components such as hulls and square rigs can be. Also, ship upgrades can be a nice source of income, and you can construct them from a variety of structures. As players change ships, they will be looking for upgrades to enhance their new vessel.
- Watch the average level of players on the server. If everyone is Level 30+, you don't want to be creating components that Level 10 characters can use.
- Don't waste your labor. If you build up three days' worth, it stops accumulating. Build common items such as rigging and iron ingots, which you can either sell or use later for the construction of more advanced goods.
- Consider keeping the processing of materials in the same place as the gathering of the materials—that is, if you're creating a mine, you'll probably want a forge in the same place. Usually, processed raw materials are smaller in weight and bulk than the actual raw materials themselves.
- In a starting economy, building deeds are instrumental. You can make a fair amount of money just making and selling deeds. Try selling them in the ports where the trade tutorials are. New traders are eager to get started!
- It's better to have two of the same structures that you use a lot rather than have one structure you use infrequently. For example, if you're supplying wood items for a shipbuilder, it definitely pays to have two lumber mills. If you're making sails, have a few plantations to make hemp to supply the textile mill.
- If your end goal is shipbuilding (especially large naval ships), you'll need a natural deep harbor. There aren't many of them, and they are hotly contested. If you're going to build ships, be a Freetrader. That way, if a port flips allegiances, you won't be locked out of your own production. Also, make sure you get the Tax Evasion skill!
- Build your own structures ASAP. The faster you accrue production time, the faster you can get things built. You should especially focus on iron ore, granite, common wood, gravel, and limestone. These are key ingredients for most buildings.
- Everything revolves around cash. While you're building up production times, run missions or go hunt enemy vessels. You'll want the levels anyway, so you can get bigger ships to haul more goods.
- Make friends. Your best (repeat) business comes from people who you know, who trust you, and who will give you a fair price. Once you start supplying a person (or society) with ammo, and your prices are good and you're reliable, you'll end up making a lot of money.
- Find your niche, and produce! A person who looks to make everything doesn't get known for anything. Be the person who makes hull patches for the server, or the guy who sells black powder. It's easier to get a rep and repeat business that way.

Safe Smugglin'

You must stay out of the range of an enemy's guns for 45 seconds to escape an encounter.

For the most part, you don't have to worry about NPCs jumping you. Turn away from enemies and go max sail and you can outrun them. Avoiding players, on the other hand, is a bit more difficult. The trick is to tack to stay out of angle/range of their guns. Activate any abilities that increase your speed or slow the enemy down. Race away from your opponent and exit as soon as you have the option. You must avoid them for 45 seconds in order to escape. However, if they do any damage to you (or you to them), the time starts again.

There are two methods for avoiding Pirates. Move away from the mainland. Pirates and other nasties tend to gravitate toward ports. If you get far enough out, you will avoid most of them. The other option is to equip your ship with Stealth abilities such as Quiet Sails. However, the latter option is more extreme and prevents you from equipping your ship with speed-enhancing items that will help you outrun Pirates and reach your destination faster.

Pirates aren't the only thing to worry about when moving your goods around. Stay away from contested or PvP-enabled areas. Move away from the shore where you can, and stay at as high a speed as possible to allow yourself to maneuver away from enemy ships. Pirates aren't the only ones who want your cargo—so does every enemy Privateer and Naval Officer, and most opposing Freetraders aren't above a bit of sabotage!

War at Yer Doorstep

Watch for heavy taxes as soon as a port flips to the enemy.

The moment a new controlling nation's flag goes up, the tax rate changes. If you are at that port, use up your labor to create items you know you will need in the future. If you are a Freetrader, you can help lessen the taxes by taking the Tax Evasion skill, which reduces the taxes by 20 percent. This does not mean, however, that 20 percent tax becomes no taxes; rather, you get to take 20 percent off the taxes you pay. So if the taxes are 20 percent, you pay 16 percent.

Another issue is that if you do not have at least some positive Reputation standing with the new controlling nation, you cannot access the auction house—or any other NPC at the port, for that matter. If you have completed all the Reputation bonuses from the Economy tutorial, you should be good as gold.

Note

Visit www.primagames.com for a free downloadable Master Recipe list.

Missions

Tales of the Caribbean

The Knights Hospitaller (also known as Knights of Rhodes, Knights of Malta, Cavaliers of Malta, and the Order of St. John of Jerusalem) is a tradition that began as a Benedictine hospitaller religious order founded in Jerusalem, following the First Crusade around 1100. It soon became a Christian military order under its own charter and was charged with the care and defense of pilgrims to the Holy Land. Following the loss of Christian territory in the Holy Land, the Order operated from Rhodes, over which it was sovereign, and later from Malta as a vassal state under the king of Sicily.

The Knights of Malta had a strong presence in the pre-revolutionary French Navy, one prominent member being Phillippe de Longvilliers de Poincy (1583–1660), a French nobleman and Bailiff Grand Cross of the Knights of St John. When de Poincy was appointed governor of the French colony on St. Kitts in 1639, he was a prominent Knight of St. John and dressed his retinue with the emblems of the order. He arrived wearing the regalia of the Knights of St. John and soon dispensed with the authority of the French king, declaring "the people of St. Kitts will have no other Governor than de Poincy and will take no orders from the King of France."

What is not widely known is that the story of the Knights of Malta in the Caribbean did not actually end in 1665. After the Ottoman fleet's crushing loss at the Battle of Lepanto in 1571, the Knights continued to attack pirates, and their base became a center for slave trading, selling captured Africans and Turks and conversely freeing Christian slaves. Malta remained a slave market until well into the eighteenth century.

In 1660, one of the slaves taken from Algeria was the beautiful Khair un-Nissa, a direct descendant of Khair ad Din Dey (aka Barbarossa, Red Beard). Her captor was the daring and popular knight Lord Raul Salazar Tarrega, captain of the corvette *Isabella*. It is said that when he took the ship she was traveling on, the two were seized by passion and fell instantly in love. These star-crossed relationships were not unknown in her family—in fact, Barbarossa was born on the island of Lesbos to a Yakub Aga and a Greek Christian mother, Katalina, said to be the widow of a Christian priest.

Tarrega's love affair with a prominent member of their sworn enemies was not accepted by the Knights, who insisted that he renounce her and have her ransomed back to Algiers. He refused and instead renounced the Knights of Malta. Luckily for the star-crossed lovers, Tarrega had a close friend in fellow romantic Phillippe de Longvilliers de Poincy. De Poincy supported Tarrega and told him to come hide away on an island de Poincy recently deeded to the Knights St. Croix.

Tarrega and Nissa forsook the life they had known and set sail for the New World in the *Isabella*. Upon their arrival, they were taken in by the sympathetic de Poincy and given a comfortable place to settle down and start a family. Unfortunately, de Poincy died soon after, depriving the couple of their greatest supporter. When St. Croix was sold to the French Mississippi Company, they were forced to relocate and fled to the nearby Caicos Islands, eventually taking up residence in Cockburn Town.

At the time, the Caicos Islands were home to numerous pirate hideouts. Due to their wealth, education, and leadership experience, Tarrega and Nissa quickly become de facto lord and lady to the various groups that lived there. This responsibility was passed on to their children, and the island came to be known as Grand Turk. The pirates especially popularized the idea that they lived in their own local version of the Barbary Coast, styling themselves after their Algerian "brethren."

The Barbary Corsair Situation

In 1720, the European powers came to a loose consensus that they needed to renegotiate the treaties they held with the Barbary states. Some factions felt they should send the navy to the Mediterranean and teach those barbarians a lesson. Others favored a more diplomatic approach and believed they could negotiate their way out of paying tribute with less expense and unnecessary loss of life.

Meanwhile, in the Caribbean, the Black Chamber debated over the direction the Brethren of the Coast would take. Some Black Commodores decided the Corsairs had a good idea. They wanted to start extorting the European powers for "protection." Others deplored the kind of controlling bureaucracy such coordinated action required. Enacting a uniform foreign policy didn't sit well with most pirate leaders, who preferred to relate to merchants on a case by case basis.

This being the case, the negotiations between the European powers and the Corsairs became a flashpoint of discussion in the Black Chamber. If the European powers stopped paying tribute to the Corsairs, they wouldn't pay it to the Brethren of the Black Chamber either. Also, if the European powers did not have to spend as many resources guarding their Mediterranean shipping, then they could concentrate on defending Caribbean holdings.

While this debate carried on among European admiralties and in the Brethren's Black Chamber, a single Corsair ship out of Algiers sailed into the Caribbean….

Chapter 1

Chapter 1 begins immediately after the tutorial. You have recovered a mysterious treasure map from the dead captain of a ship that you rescued from the clutches of the Bilge Rats. It vaguely looks like a map of the Caribbean but contains islands that don't exist. In addition, the key and place names are written in a strange foreign language.

The career mentor (Pirates: Billy Bones; English: Benjamin Wickham; Spanish: Gaspar De Silva; French: Simon Berri) recommends you seek out a sinister noble (Pirates: Montague Saint-Remy; English: Lazarus Sykes; Spanish: Rafael Alvarez; French: Armand Falcon), who is a collector of rare antiquities. He may know something about the map. You discover that the sinister noble is more than willing to help. In fact, he displays an unusual interest in the map. He says the map is written in a secret code language used by the Templars. He summarizes the legend of Lord Tarrega and Princess Nissa for you. He believes the story is just a myth designed to disguise the true purpose of Tarrega's abduction of Nissa and the subsequent escape to the Caribbean—to move the Templar secret treasure to a location in the New World. He also says he will research the symbols on the map and find out what he can; return to him in the future to learn more.

At this point, the port is rocked by explosions. The Bilge Rats have returned en force and are bombarding the town! It seems they have followed you and wish to recover the treasure map. It's unusual for Pirate gangs to make these kinds of attacks, underscoring just how valuable that map might be. Various ships are sailing out to defend the port. You must join them in fighting off the Pirates, before returning to town to find it overrun with Bilge Rats. Go to various buildings and rescue the people inside from the marauding pirates.

After fighting off the Bilge Rats and saving the town, an agent of the admiralty (Black Chamber for Pirates) contacts you, requesting you speak with him. He would like to offer you the chance to conduct a very important secret mission—to locate and capture a ship of Corsair spies who have recently entered the Caribbean. The admiral believes it has something to do with the negotiations being conducted with the Barbary states and wants to know exactly why they are here and what they've learned. You then begin a mission chain designed to find and capture the Corsairs.

After accepting the first mission, you can return to the sinister noble and see what else he has learned about the map.

You will also be pursued by the Bilge Rats, who are relentless in their attempts to recover the mysterious map. After being attacked and ambushed several times, you follow the devoted NPC's (English: August Holt; Pirates: Solomon Pritt; Spanish: Silvestre Salvator; French: Renard Duchesne) advice and go on a midnight raid. Interrogating the captured Bilge Rat, you discover the location of the Bilge Rat hideout. You and the devoted NPC travel there and use the captured schooner as a fire ship to destroy the Bilge Rat fleet. You then enter the hideout on foot and fight your way to the Bilge Rat leader.

During the conversation that precedes the boss fight, you learn that, some time ago, the sinister noble hired the Bilge Rats to obtain the map. He gave them a description of a ship, telling them that they would find a valuable map on board and that he would pay handsomely for it. After the Bilge Rags find the ship and board it, you show up and come to the rescue before they can obtain the map.

Armed with this information, you can return to the sinister noble and deal with him. He confesses his guilt and boasts that you will never obtain the Templar's treasure, for there is another language used to encode the map and he is the only one in the Caribbean who knows it: Arabic.

Eventually, you find the location of the Algerian "spies" and capture them. Once aboard, you discover that it's full of people claiming to be members of the Dey family, who are on a diplomatic mission. It's here that you get to choose a romantic interest and get to meet Uncle Ibrahim and Cousin Yusuf.

After this encounter, you return with them to the admiral's agent, who promptly has them arrested for being spies. He then instructs you to contact the admiral in person, who wants to congratulate you for successfully completing the mission.

Chapter 1 Missions

A MAN OF WEALTH AND TASTE

Mission Required: None
Patron: Mentor
Level: 5
Location: Tavern in Jenny Bay, Marsh Harbor, Charlesfort, or Vera Cruz

Mentor tells you to speak with the sinister noble. After learning something of the map, the town comes under attack and you help fend off the Bilge Rats.

BUSINESS TRIP

Mission Required: A Man of Wealth and Taste
Patron: Mentor
Level: 5

Mentor says that the sinister noble left a message asking you to meet with him.

THE PIPER GETS PAID

Mission Required: A Man of Wealth and Taste
Patron: Mentor
Level: 5

Mentor says there's a member of the admiralty who asked to see you.

GET A CLUE

Mission Required: Showdown

Patron: Mentor

Level: 10

Mentor tells you to seek out a group of scholars in a nearby port.

A LUCKY BREAK

Mission Required: Typical Friday

Patron: Shady Character

Level: 10

A Pirate who heard you were asking around about Corsairs in "Typical Friday" says he knows something. Meet him at a room in the tavern to find out what it is. The Pirate says to rendezvous with a ship outside the port because the captain has one of the Algerian spies aboard. Meet the pirate ship that supposedly has an Algerian spy aboard. The Pirate turns out to be a Bilge Rat agent who has lured you into a trap. The Bilge Rat ships attack and attempt to capture you.

Admiral's Agent Quests

The admiral's agent wishes you to locate and capture the Algerian spy ship. He begins with a broad sweep, hoping to keep them from getting to a port where they could hide.

CASTING THE NET

Mission Required: The Piper Gets Paid

Level: 10

In an attempt to uncover the spies, patrol the waters and question any suspicious ships.

DELIVERY PAINS

Mission Required: Casting the Net

Level: 10

You must tell a fort that they should be on the lookout for a suspicious ship from the Barbary Coast. Unfortunately, the fort is under attack and you must break through in order to deliver the message and lead the fort's ships to victory.

TYPICAL FRIDAY

Mission Required: Delivery Pains

Level: 10

Go with the devoted NPC to a bar and start asking about Bilge Rats. The devoted NPC directs them to a port where they supposedly are. Once there, you go to a tavern where Bilge Rats are hanging out. Start a bar fight and beat them up. (This begins the devoted NPC chain as well as "A Lucky Break").

JUST IN TIME

Mission Required: Typical Friday

Level: 10

One of the admiral's captains reported sighting a Corsair ship. Go to the captain's destination port to learn that he has not shown up as expected. Tracing his most probable path backward, you encounter him under attack by a major enemy's (British, or French for British players) navy ships.

After learning of a Corsair ship from the captain you rescued from a major enemy, you go to intercept them. After boarding, you enter the captain's quarters and meet the "spies" who claim to be diplomats of the Dey of Algiers. You then return with your ship to the agent, who has them all arrested.

REPORTING FOR DUTY

Mission Required: Just in Time

Level: 10

The agent tells you to report to the admiral in a nearby town (Santa Catalina, Cape de Vela, Pensacola, or Jacob's Clock).

Subplots

Sinister Noble Quests

WATERLOGGED

Mission Required: The Piper Gets Paid

Level: 5

A convoy ship carrying many books from Europe was attacked by Bilge Rats, and the crates are now floating out there. If you can recover them, they might help you learn more about the map.

THE WINNING BID

Mission Required: Waterlogged

Level: 5

Unfortunately, the books recovered were too damaged to be much use. However, you discover there is another copy of an important book up for auction in a nearby port. Get to it in time, because a rival scholar from the Dutch West India Company is also trying to get his hands on the book.

Devoted NPC Quests

FISHING FOR PIRATES

Mission Required: Typical Friday

Level: 10

The devoted NPC disguises his ship as a merchant ship with you as escort, laying a trap for Bilge Rats. They predictably attack, and you must capture one of their ships. You then board the devoted NPC's ship and help interrogate the captured Bilge Rat, who reveals the location of their hideout.

PAST THE POINT OF SUBTLETY

Mission Required: Fishing for Pirates

Level: 10

Using the captured Bilge Rat ship, you and the devoted NPC infiltrate the Bilge Rat hideout. Use the captured vessel as a fire ship, destroying the Bilge Rat fleet once and for all. After destroying the fleet, enter the hideout with the devoted NPC and take revenge on the Bilge Rats. The Bilge Rat leader reveals that it was the sinister noble who hired them in the first place.

SHOWDOWN

Mission Required: Past the Point of Subtlety

Level: 10

You return to the sinister noble and confront him.

Chapter 2

After defeating the sinister noble, you return to the career mentor and tell him what happened. The career mentor apologizes for giving such bad advice and tells you to go to the local academic society. Many there specialize in arcane knowledge and ancient languages. One of them might be able to help you.

Once there, you can acquire the studious NPC. This character is a renaissance man—scholar, composer, architect, and adventurer. He's under a lot of pressure, because the king has commissioned him to write the New World Opera. His chosen subject is the eccentric French governor, Phillippe de Longvilliers de Poincy and his conflict with King Louis. Unfortunately, the studious NPC is suffering from some rather severe writer's block. Just when he feels that any hope of finding inspiration is lost, in you walk with a mysterious Templar treasure map.

The studious NPC explains a bit more about the Tarrega and Nissa story and says some believe that it was not the Templar treasure Tarrega was moving. Instead, some think he stole a shipment of European (your nation, or English if playing as Pirate) tribute money bound for Algiers when he captured Nissa and brought it to the Caribbean for safekeeping. He suggests that maybe these Algerian spies are also here looking for this treasure. The studious NPC also knows that Tarrega contacted Governor de Poincy in the Caribbean and that they were both crypto-Templars and Knights of Malta.

He asks to assist you in the search and thereby finds the much-needed inspiration for his opera. His recommendation is to seek out his own mentor, who is conducting research in a nearby port. This then begins "The Pilgrim" story arc.

At the end of Chapter 1, you delivered the Corsair "spy" ship to the admiral's agent (Commodore's agent for Pirates), and the Algerians were arrested. When you report to the Hawk Admiral (English: Josiah Whitlock; French: Arnaud Dupont; Spanish: Gabriel Cortez; Pirates: Samson Honybone), however, you learn that the Hawk Admiral has been outmaneuvered by a rival who has a more diplomatic approach to relations with the Barbary nations.

The Dove Admiral (English: Beatrix Lyon; French: Yvonne Beschevaux; Pirates: Portia Savery; Spanish: Isabela de la Garza) has used her superior influence to remove the Dey's family from jail and placed them under house arrest in a mansion in Midtown 2 that has been dubbed the "Algerian Consulate." The Dove Admiral has also requested your presence, a message that the Hawk Admiral begrudgingly passes on. The Hawk Admiral suggests that you return to him rather than do whatever the Dove Admiral tells you.

When you reach Midtown 2, you can speak to Dove Admiral, whose office is located across from the "Algerian Consulate." The Dove Admiral tells you that best way to avoid further piracy on Christian ships in the Mediterranean is peaceful negotiation. Having such close relatives of the Dey here in the Caribbean provides a unique opportunity. He asks you to open diplomatic relations with them and find out what they want in the Spanish Main.

At this point, you must make a choice: either side with the Hawk Admiral and start down a more violent path of confrontation or side with the Dove Admiral and pursue a more subtle approach.

The Admiralty

There are two factions within the admiralty with differing opinions about the Barbary Corsair situation. One side wants to use the Algerians as a bargaining tool to force the Dey into capitulation (Hawk Admiral). Another side doesn't believe this will work and thinks it will only antagonize the Dey into declaring war (Dove Admiral). Instead, they want to create a diplomatic relationship with the Algerian family and negotiate a new treaty with their support and influence.

Both sides want you to get in close with the family and find out what they are looking for. You are asked to act as a spy and report back on the Algerians' doings. When you discover what the Algerians are here for, the admiralty will want you to go along with it; that way, they can be the first to find the Grand Turk family and will be the ones holding all the cards.

Choosing between the Hawk Admiral and the Dove Admiral also determines whether Yusuf or Ibrahim will be your Algerian mission patron. The Dove Admiral wants you to work with Ibrahim, since he is the senior representative of the Dey, while the Hawk Admiral asks you to approach Yusuf and promise to place him on the throne of Algiers if he cooperates.

Hawk Admiral Path

The Hawk Admiral asks you to go to the Algerian Consulate and act as his representative. He suggests that the young and ambitious Yusuf might be a more pliable tool than the elder Ibrahim. Yusuf is fourth in line for the throne and has much to gain by an alliance with you. Hawk Admiral's ultimate plan is to lead a naval force to Algiers and place Yusuf on the throne, who will then be his puppet.

You speak with Yusuf, who is very agreeable to an alliance. He sees you as a useful tool for eliminating his elder brothers without getting his own hands dirty. His hope is to return to the Dey as the next in line for the throne with the backing of a powerful European king.

Dove Admiral Path

The Dove Admiral wishes you to act as his diplomatic representative to the Algerian Consulate. He asks you to go to Ibrahim and express your desire to open up peaceful negotiations. He also wishes you to find out as much as possible about their mission in the Caribbean.

You are also a useful tool for Ibrahim. Since he is trapped in the Algerian Consulate, he can't complete his mission. But with your help, he might be able to find the lost descendants of Barbarossa after all.

Courting Missions

Based on your dialogue when capturing the Algerians in Chapter 1, one of the princes or princesses will offer a mission that begins a romantic interest. Eventually, you arrange to meet them at the church for a late-night tryst, but this will be interrupted by guards who have been tipped off that one of the Algerian captives is escaping. In the end, the romantic interest is taken captive and put in a jail cell in the magistrate/town boss's office.

The Pilgrim

The studious NPC's mentor is Ogden Robert Cray, born during the Glorious Revolution of 1689. He grew up in a Puritan family and studied science and the bible. At 18, he became a member of the Royal Society (RS) of London. Soon after, largely under the influence of the works of Sir Isaac Newton, he became disaffected with the direction the RS was taking. He began to think that the RS's leadership believed in a clockwork universe—an inexorable march of inevitably succeeding events in which everything is a necessary consequence of causes stretching back to an unknown God and stretching on into a future that would be completely predictable if it were not too complicated. He sees this as an intellectual extension of the tyranny of earthly kings—something he feels particularly strong about as a (religious) dissenter. Cray is passionate about the limitation of the state's powers and believes that there is only one king who has moral authority (God) and that there is no intermediary for its interpretation.

In order to combat this perversion of the RS, he sets out on a quest to prove the metaphysical primacy of humanity's creative genius. He believes that in order to do this, he must have the philosopher's stone. According to his research, it is in the House of Solomon, which lies in the heart of Atlantis. While people believe that the philosopher's stone can be used to create the panacea and aqua vitae, its true power is to bring about the Apocalypse, like a kind of spiritual atomic bomb. Cray believes that this will spark a revolution that will change the face of the world—people will no longer be subject to the tyranny of kings but will be united under common ideals by establishing democratic republics.

Cray believes the philosopher's stone was brought to the House of Solomon by a Knight Templar named Lord Raul Salazar Tarrega. In order to find the stone, Cray has been studying and re-creating the knight's journey. He is thwarted, however, by an enemy intent on stopping him.

Certain radical members of the RS—the Knights of St. George—are threatened by Cray's quest. They see the Apocalypse not as a revolution but as a destructive event that will bring about the end of the world. To stop Cray, they send Captain Ruenzi, who chases Cray across the Caribbean. Ruenzi is also a religious fanatic who believes that Cray could possibly destroy the world and therefore will stop at nothing to prevent it.

After finding Cray, you learn that they are after the same goal: The philosopher's stone is most likely to be part of the same treasure trove that you are searching for.

Chapter 2 Missions

Admiralty Quests

CHECKS AND BALANCES

Mission Required: Reporting Duty

Patron: Hawk Admiral

Level: 20

Hawk Admiral tells you to speak with Dove Admiral and requests you report back rather than do whatever Dove Admiral says.

THREATENING POSTURE

Mission Required: Algerian Consulate

Patron: Hawk Admiral

Level: 20

Hawk Admiral authorizes you to open up a channel to Yusuf. You mention the need for help with the Arabic map. Yusuf explains their situation to you and suggests an alliance.

COOLER HEADS PREVAIL

Mission Required: Algerian Consulate

Patron: Dove Admiral

Level: 20

Dove Admiral authorizes you to open a channel of diplomacy with Ibrahim. You mention the need for help with the Arabic map. Ibrahim explains their situation to you and suggests an alliance.

Alliance Broker Missions

GESTURE OF PEACE

Missions Required: Cooler Heads Prevail, Algerian Consulate

Patron: Dove Admiral

Level: 25

Dove Admiral wants to make a formal offer of alliance between the king and Algiers. You must go to Ibrahim and make several emotes, as well as the offer, and then return to the admiral.

HOPEFUL ALLIANCE

Mission Required: Gesture of Peace

Patron: Ibrahim

Level: 25

Ibrahim has thought over the admiral's offer and would like to make a similar one in return. You must go to the admiral's office and perform several emotes, as well as make Ibrahim's offer, and then return to Ibrahim.

Fratricide!

FRATRICIDAL MANIAC

Mission Requirements: Has chosen a romantic career, working with Yusuf

Patron: Yusuf

Level: 25

You are charged with removing Yusuf's obstacles to the throne. This must be done carefully over time to make it look like an accident. The first mission is to tell Yusuf's next oldest brother that you want to help them escape tonight. Lead him outside through an unguarded door, where they can then go get a ship ready. You then get the brother to come with you outside, where the guards are waiting. They think he's trying to escape and kill him.

DIRTY, ROTTEN TRICK

Mission Requirements: Has chosen a romantic career, working with Yusuf

Patron: Yusuf

Level: 25

Yusuf now wants you to eliminate the next brother in line. Go to the brother and tell him that the admiral has sympathy for their plight and wishes to negotiate a deal for their release in secret. You say he will arrange to have him escorted to the jail, where the negotiation will take place; then go to the magistrate and ask to have his two most violent soldiers meet you down in the jail.

Once there, have the brother follow you to the awaiting soldiers. Tell the soldiers that this man is an enemy with plans to lead an attack on Yusuf's allies. The soldiers beat it out of him and make sure he never leaves.

HOT COFFEE

Mission Requirements: Has chosen a romantic career, working with Yusuf

Patron: Yusuf

Level: 25

Yusuf wants you to deal with the eldest brother. He gives you a dose of a poison to take to the maid who delivers their coffee. Go to the maid, threaten her, then follow her into the consulate, where she delivers the coffee. The brother dies after drinking it. Talk to Yusuf, who thanks and rewards you.

ROMANTIC GETAWAY

Mission Requirements: Has chosen a romantic career, working with Yusuf

Patron: Yusuf

Level: 25

Yusuf realizes that you are romantically involved with one of his siblings. He doesn't have a problem with this as long as you keep the sibling in the Caribbean. Go and tell your romantic interest that Yusuf is trying to get rid of his siblings but will leave him/her alone if he/she stays in Caribbean.

In the Service of Ibrahim

ENVOY OF IBRAHIM

Mission Required: Cooler Heads Prevail

Patron: Ibrahim

Level: 35

Ibrahim says he trusts you to be his eyes and ears in the Caribbean. He wants you to meet his contact, a former Corsair who is supposedly living in a nearby port. Unfortunately, evil Pirate factions are blockading the port. After breaking through, go to the bartender and ask about the contact. Bartender says he'll ask around.

TIMELY ARRIVAL

Mission Required: Envoy of Ibrahim

Patron: Bartender

Level: 35

You discover that Ibrahim's contact has joined up with the naval forces and is currently defending a fort (in Belize, Maracaibo, Biloxi, or Golden Lake) from the enemy navy. Maybe you can go there and rally the defenders against their aggressors. After rescuing the fort, you meet up with the contact.

THINK OF THE MEN, CAPTAIN!

Mission Required: Timely Arrival

Patron: Ibrahim's contact

Level: 35

The contact is heavily investing in fighting the enemy navy. Will you help rally their fleet, which is currently under attack in return for the information? Good people are dying out there, man!

I KNOW A GUY WHO KNOWS A GUY

Mission Required: Think of the Men, Captain!

Patron: Ibrahim's contact

Level: 35

The contact tells you of a man who claimed to have crewed with a direct descendant of Red Beard. This man is now a merchant who happens to have a convoy heading to him at this moment, and the contact is in charge of hiring escorts. If you join up as an escort, you will be well paid. Escort the ship and then meet up with the crewman.

NAME DROPPING

Mission Required: I Know a Guy Who Knows a Guy
Patron: Merchant
Level: 35

The crewman has recently lost his ship to the local evil Pirate faction. He will gladly tell you tales of his days with a descendant of Red Beard, if you will help him get his ship back. After you go on a cutting-out run, you meet back up with the crewman, who tells you of Grand Turk. Return to Ibrahim with the news.

In the Service of Yusuf

CONTACT SPORTS

Mission Required: Threatening Posture
Patron: Yusuf
Level: 35

Yusuf says that he trusts you to be his eyes and ears in the Caribbean. He wants you to meet their contact, a former Corsair who is supposedly living in the area. Unfortunately, evil pirate factions are blockading the Corsair's home. After breaking through, go to the bartender and ask about the contact. Bartender says he'll ask arounds.

NEGOTIATIONS AND DEATH THREATS

Mission Required: Contact Sports
Patron: Bartender
Level: 35

You discover that the contact has run afoul of a local Pirate gang over certain lost cargoes. He's negotiating with them right now, and you better get to him before they tear him apart. Go and rescue him and then meet him at the tavern.

THINGS I HATE ABOUT YOU

Mission Required: Negotiations and Death Threats
Patron: Previous contact
Level: 35

The contact wishes to get back at the evil Pirate faction that has been hassling him. He has a tip that their flagship is heavily damaged and under repairs in a nearby cove. If you go in and take it out, he will tell you where he can find a man who claimed to crew with a descendant of Barbarossa.

THE CONTACT'S CONTRACT

Mission Required: Things I Hate About You
Patron: Previous Contact
Level: 35

The contact gives you the location of the crewman and offers you another job. The crewman had offered the contact a contract to raid a foreign convoy that is undercutting him. It's on his way anyway, so would you help raid the convoy? You will be handsomely paid by the crewman.

THE RAISON DEBT

Mission Required: The Contact's Contract
Patron: Crewman
Level: 35

The crewman is grateful for your help. He will tell you where he crewed with a descendant of Barbarossa if you will help him with just one little problem. The local evil Pirate faction has taken his ship as compensation for unpaid debts. Would you get it back for him?

Courting Missions

IN LIKE FLYNN

Mission Required: None
Patron: Romantic Interest
Level: 20

You show interest in one of the potential romantic counterparts. The Algerian shows a lack of interest, but their attendant tells you that it's only because of the presence of their sibling, who is very protective. The attendant suggests you speak to the romance expert (English: Phillip Love; French: Phillippe Amour; Pirates: Filip Love; Spanish: Felipe Amor), who can reportedly get someone interested in you.

Go to the tavern and speak to the romance expert, who tells you about the new book *Ye Olde Rules*. He says you must follow the steps in the book, which includes distracting the protective sibling before making a move. He asks that you try his system and then report back on you success.

Return to the Algerian consulate and distract the jealous sibling with a fiddle emote; then you must flirt with the romantic interest three times within 20 seconds. Afterward, return to the romance expert and report on your success. (This mission is mirrored for all six romantic interests.)

LABORS OF LOVE

Mission Required: In Like Flynn
Patron: Romantic Interest
Level: 20

The romantic interest is willing to meet you but can't do it here in the confines of the Algerian Consulate. He or she suggests you must arrange for them to leave that night and meet them at the church.

You must first convince the guards to look the other way when the romantic interest sneaks out. Then, go to the church and convince the priest to let you meet someone there in secret late at night.

Finally, return to the consulate to let your romantic interest know you've made all the arrangements.

PLOT TRYST

Mission Required: Labors of Love
Patron: Romantic Interest
Level: 20

Having made all the arrangements, you and the romantic interest pledge to meet at the church at midnight. When you arrive, you have a nice romantic moment until a group of soldiers burst in, claiming that you have attempted to bribe one of them to help a prisoner escape. Two soldiers grab your romantic interest to haul him or her off to jail. Leap to your lover's defense and fight the lieutenant. Before you kill the lieutenant, the priest bursts in and tells them they cannot fight in a house of God. The lieutenant and guards are asked to leave and allow you to go free.

After talking to the priest, go speak to the magistrate to get entrance to the jail and speak with the romantic interest. He or she asks you to let Uncle Ibrahim know what has happened. Vow to get your romantic interest out somehow.

The Pilgrim Quests

THE TEACHER

Mission Required: Get a Clue
Patron: The Studious NPC
Level: 20

You are asked to visit the studious NPC mentor's home in Midtown 1. You discover the house ransacked and Ogden Robert Cray gone.

FIELD STUDY

Mission Required: The Teacher
Patron: The Studious NPC
Level: 20

The studious NPC requests that you ask around town and find out what happened to Ogden Robert Cray. You discover you're not the first to look for Ogden Robert Cray and learn that there was a group of men who came through town just a few days earlier. Return to the studious NPC, who has found a clue that leads to where his mentor might be hiding.

ROAD SCHOLAR

Mission Required: Field Study
Patron: The Studious NPC
Level: 20

You and the studious NPC follow Ogden Robert Cray's clue to his hiding place and discover him there. Cray explains the nature of his quest and who is chasing him. Because he is being chased, it is difficult for him to do his work.

BOOK RETURN

Mission Required: Road Scholar
Patron: Mentor
Level: 20

Cray asks you to return to his house and recover some of the books he left behind when he escaped in the night. Go there, only to discover Ruenzi's men are waiting for you. Deal with them, then return to the mentor's hideout. You discover that Cray's been kidnapped by Ruenzi's men while you were away.

SCHOLARLY PURSUIT

Mission Required: Book Return
Patron: The Studious NPC
Level: 20

The studious NPC overheard that Ruenzi and his men plan on using Cray to get the philosopher's stone before returning to Europe. That being the case, the studious NPC knows where they'll go next and leads you there to rescue Cray.

You find Ruenzi's camp and take on his followers. Ruenzi tells you that Cray is dangerous and wants to start the Apocalypse. He suggests you help rather than hinder him if you don't want to see the world come to an end. Ruenzi then escapes to his ship with Cray.

STUDY PERIOD

Mission Required: Scholarly Pursuit
Patron: The Studious NPC
Level: 20

Having failed to rescue Cray, the studious NPC needs to get back so he can study his mentor's notes and figure out where Cray's leading them. He asks you to meet him.

The studious NPC has discovered more from his mentor's notes: The philosopher's stone was only brought to the House of Solomon within this century. Before that, it resided in Europe under the care of the remaining Knights Templar, who lived in secret. It was brought over to the New World by the Lord Tarrega. You have heard this story and connect your map with the philosopher's stone.

This revelation prompts further study. The studious NPC asks you to give him some time for more discovery.

CAPTIVE AUDIENCE

Mission Required: Study Period
Patron: The Studious NPC
Level: 25

The studious NPC has learned that there were many crypto-Knights Templar among the Knights of Malta. They used these channels to bring the philosopher's stone over to the New World. He thinks he knows where they have gone next and leads you there. You and the NPC go to the harbor master and ask who has arrived recently; then ask the magistrate/boss, who informs you that Captain Ruenzi arrived with a prisoner and they are currently holding him in the jail.

Go into the jail, where you discover Ruenzi and his men holding a much-abused Cray. Ruenzi respects your prowess and determination and offers you a choice. Help him find the philosopher's stone and you will stop the world from ending and can keep any treasure. Cray cries out that the world will not end but will begin a revolution that will sweep the world and rid mankind from the tyranny of earthly kings.

You then have a choice to fight Ruenzi and his men or help him.

PROMETHEUS UNBOUND

Mission Required: Captive Audience

Patron: Mentor

Level: 25

You have killed Ruenzi and his men and saved Cray. He is very grateful for your help but is much weakened by his torture and treatment under Ruenzi. The studious NPC decides to stay and look after him. Cray learns that you have the map and says that you must find the philosopher's stone, offering any help he can.

RED DRAGON'S LAIR

Mission Required: Captive Audience

Patron: Ruenzi

Level: 25

You have decided to help Ruenzi, and the studious NPC is taken into custody. They will both be tried (and hanged) once they are returned to England.

You are asked to inform the magistrate that he will be holding Cray here for the time being. Ruenzi will then ask you to return and report any new information about the whereabouts of the philosopher's stone.

Chapter 3

At the end of Chapter 2, you heard about Grand Turk and discovered the location of Barbarossa's lost descendants. You return to the Algerian Consulate to report the good news and are then asked to go to Grand Turk immediately. Additionally, Ibrahim asks you to first free your romantic interest from jail and take him or her to Grand Turk. That way, you have proof that you represent the Dey and that Ibrahim's niece/nephew isn't languishing in a filthy jail cell.

Go to the jail, free the romantic interest, and escape with him or her to Grand Turk. There you discover that recovering the descendants of Barbarossa won't be a simple task.

Until recently, Grand Turk was run by Ismail Tarrega, his sister Sara, and his brother Isaac. When the Dutch West India Company came, they branded Ismail and his family Pirates and claimed the town as their own possession. Unable to fight the Dutch forces head-on, Ismail and his followers staged guerilla attacks on their supply lines, using what remained to feed and clothe the now-impoverished people of Grand Turk. Eventually, however, Ismail was captured and summarily scheduled for execution as an example to any would-be dissenters to Dutch rule. Furthermore, the House of Solomon is deep beneath the caves under Grand Turk and is near impossible to reach without a guide, which Isaac and Sara will not provide while their brother's life is in danger.

You arrive only a few days before Ismail is to be executed. First you must gain the trust of Isaac and Sara, and then you must help prepare and plan for Ismail's rescue. After Ismail is rescued, he then provides you with a scout who can lead you down into the House of Solomon so you can recover the philosopher's stone.

After you recover the philosopher's stone, return it to either Cray or Ruenzi. Return to the Algerian Consulate with Isaac and Sara, who will go to Algiers with the rest of the Dey family. Having completed the mission, you are duly rewarded by either Hawk or Dove Admiral and can then return to Grand Turk a hero.

Grand Turk Missions

LOVE IS A BATTLEFIELD

Mission Required: Property Complete

Patron: Ibrahim

Level: 35

Now that you've discovered the location of Barbarossa's descendants, Ibrahim wants you to rescue his niece/nephew. You go to the jail, bust him/her out, and defeat the lieutenant from Chapter 2. Afterward, you must run for it and go to Grand Turk. You go to the bartender to ask what's going on and discover the town has recently been taken over.

GRAND TURK

Mission Required: Love Is a Battlefield

Patron: Grand Turk Bartender

Level: 35

The bartender tells you that the WIC have taken over and captured Ismail. He suggests you go talk to one of the WIC soldiers to find out more. Talk to an affable soldier, who tells you a little more and sends you to the WIC boss. Go to the company office, talk to the boss, and learn that Ismail is going to be hanged. Then head back to the tavern, and the bartender directs you to a Pirate in the corner. This Pirate tells you of a hideout in a nearby cave. Take a rowboat to the hideout, and a guard tells you that Sara and Isaac are expecting you. Go to them and they tell you their trust won't be earned easily.

TIME TO CRATE

Mission Required: Grand Turk

Patron: Isaac

Level: 40

Isaac tells you that some of their supplies had to be abandoned in the caves, because they were ambushed by a WIC patrol. If you can recover those crates, then he might be inclined to be more trusting. Go to the caves and collect three crates of supplies.

LOST BOY

Mission Required: Time to Crate
Patron: Sara
Level: 40

Sara tells you that one of their gang has gone missing in the caves, and they're afraid he's been captured or killed. If you can find him, they'd be very grateful. Go to the caves, find the missing Pirate, and escort him to the exit.

THE FIGHTING DUTCHMEN

Mission Required: Lost Boy
Patron: Isaac
Level: 40

Isaac says they'll trust you if you go into the caves and eliminate the Dutch patrols. This is the only way they'll be able to use the cave system to stage a rescue of Ismail. Go to the caves and defeat all the WIC patrol spawns.

BEST LAID PLANS

Mission Required: The Fighting Dutchmen
Patron: Sara
Level: 40

You are told to scout the WIC setup so they can plan their attack accordingly. Go up to the town and examine which spawns are where. Then return to Sara, who tells you to plan the attack by telling the Pirate groups where to go.

You must tell each of three groups which of three positions they should take before the battle; then return to Sara.

BATTLE OF GRAND TURK

Mission Required: Best Laid Plans
Patron: Isaac
Level: 40

You return, accompanied by Isaac and Sara. The Grand Turk Pirates will spawn in the locations you've given. The battle begins on your signal. Ismail will be hung, and there will be a timer before he dies. You must cut him down, but the company officer and his executioner stand in your way.

HOUSE OF SOLOMON (CRAY)

Mission Required: Battle of Grand Turk
Level: 45

In return for rescuing him, Ismail has one of his men take you to the House of Solomon. They have been avoiding it, because it is home to Mayan cultists. You must fight your way down into the temple to obtain the Templar treasure.

Afterward, return the philosopher's stone to Cray, who says he will take it north to the colonies, where he can study its mysteries in secret.

HOUSE OF SOLOMON (RUENZI)

Mission Required: Battle of Grand Turk
Patron: Ismail
Level: 45

In return for rescuing him, Ismail has one of his men take you to the House of Solomon. They have been avoiding it, because it is home to Mayan cultists. You must fight your way down into the temple to obtain the Templar treasure.

Afterward, return the philosopher's stone to Ruenzi, who will return with it to England. When asked, he says that "top men" will be looking into it.

IBRAHIM'S COVENANT

Missions Required: Name Dropping, Battle of Grand Turk
Patron: Ismail
Level: 45

Isaac and Sara agree to go with you to meet Ibrahim, but Ismail wishes to stay behind. He is too attached to his home and his gang to go to Algiers. Go back to meet with Dove Admiral and then Ibrahim. You are rewarded with something really cool.

KINGMAKING

Missions Required: Raison Debt, Battle of Grand Turk
Patron: Ismail
Level: 45

Isaac and Sara agree to go with you to meet Yusuf, but Ismail wishes to stay behind. He is too attached to his home and his gang to go to Algiers. Go back to meet with the Hawk Admiral, and then Yusuf. You are rewarded with something really cool.

PRINCE OF THIEVES (IBRAHIM)

Mission Required: Ibrahim's Covenant
Patron: Ibrahim
Level: 45

After you wrap up your responsibilities, the last patron will offer a mission that sends you back to Grand Turk. Once there, you can bask in the glory of victory.

PRINCE OF THIEVES (YUSUF)

Mission Required: Kingmaking
Patron: Yusuf
Level: 45

After you wrap up your responsibilities, the last patron will offer a mission that sends you back to Grand Turk. Once there, you can bask in the glory of victory.

Glossary of Terms

AFK: Away from keyboard—a courtesy to let everyone know that you are not ignoring them.

Aft: The back, or stern, of the ship.

AoE: Area of effect—a skill or ability that affects a radius, not just a single target.

Auction house: A place where players buy and sell goods for maximum profit.

Boarding: The tactic of overrunning an enemy ship by getting in close and fighting crew versus crew.

BRB: Be right back—a phrase to let friends know you won't be away from the computer for long.

Buff: A skill or ability that delivers a positive effect for a prolonged period of time.

Bug: An in-game error.

Consumables: Items such as mast braces and rum that you use to repair your ship's Integrity or crew.

CYA: Shorthand for "see you later."

Debuff: A skill or ability that delivers a negative effect for a prolonged period of time.

Doubloon: A Spanish gold coin that serves as the game's currency.

Exp/Xp/Ep: Experience points—experience marks your progress as you level up in your career.

Fore: The front, or prow, of the ship.

Freetrader: A trading-focused career that sails the seas in search of goods and the highest profit.

Grapple: An iron shaft with hooks used to grab hold of an enemy ship and draw it close for boarding.

IMHO: In my humble opinion—a phrase to note that your statement is an opinion and may not be accepted by all.

J/K: Just kidding—to let someone know that you did not mean any harm by your statement.

League: Unit of measure on the seas equal to about three miles.

Letters of Marque: An official proclamation granting a captain and his crew amnesty from piracy laws so long as they attack only enemy ships.

LOL: Laughing out loud.

Loot: Another term for treasure or rewards.

Naval Officer: Defenders of a nation who are sanctioned by their government to use the fleet's biggest ships.

Newbie: A new player who doesn't have much experience.

NPC: Nonplayer character—any character in the game not controlled by another player.

PC: Player character.

Pirate: A member of a loosely aligned nation who ally with one another only because they will not submit to anyone else's laws.

Port: The left side of the ship when facing the front.

Privateer: A "Pirate-hunter" career that destroys the enemies of the crown.

Prow: The front, or nose, of the ship.

PvP: Player vs. player—a common term for a contest that involves only human players and no NPCs.

ROFL: Rolling on floor laughing.

Spam: A message to everyone, or a series of nonsense messages that are considered in poor taste.

Starboard: The right of the ship when facing the front.

Stern: The aft, or rear, of the ship.

Ports

The Caribbean is a huge place. With more than 80 different ports to discover, you will constantly experience surprises and thrills at every dock. You may tie your ropes to the planks in Marsh Harbour or sail to the western coast of Florida, but no matter your nation or career, you will find adventure.

Hop on a ship and enjoy a gorgeous night in Ruddy Cove.

You'll find all the ports in the game listed here in alphabetical order. Search your current location or future points of interest, and you'll find a detailed port map, affiliation status, auction house opportunities, and available resources for each port. Flip through to get your bearings or to scout out your next economic destination.

Learn your ports to better prepare your sailing routes.

The next time you're hungry for sugar or desperate for silver, use this chapter for its navigational marvels. After all, you don't want to sail into Port de Paix when your society is attacking Port-of-Spain.

Whether you're a Pirate or a Privateer, each harbor offers countless opportunities for wealth and experience.

Ambergris

Conquerable: No
Ruled By: England
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Barilla

Conquerable: No
Ruled By: Spain
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

Bartica

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game
- Guano cave
- Limestone
- Gold deposits
- Forest (oak)

Basseterre

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Natural harbor

Belize

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Guano cave
- Limestone
- Granite
- Natural harbor
- Forest (Fir)

Belle Isle

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Copper deposits
- Silver deposits
- Sulfur deposits

Biloxi

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Fertile soil (grapes)
- Natural harbor
- Forest (Fir)

Bluefields

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Granite
- Natural harbor
- Forest (fir)

Bridgetown

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- River
- Guano cave
- Limestone
- Marble deposits
- Natural harbor
- Forest (oak)

Cabo Raphael

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River

Campeche

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil (cactus)
- Copper deposits
- Iron deposits
- Natural harbor

Cape de Vela

Conquerable: No
Ruled By: Spain
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Caracas

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Gold deposits
- Natural harbor
- Forest (oak)

Carbaneras

Conquerable: No
Ruled By: Pirates
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Carlos Harbour

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game

Cartagena

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Gold deposits
- Natural harbor
- Forest (oak)

Cat Island

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game
- Forest (fir)

Cayenne

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Gold deposits
- Natural harbor

Cayo de Marquis

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game
- Deep natural
- Natural harbor

Charlesfort

Conquerable: No
Ruled By: France
New Player Auction House: Yes
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Charlestown

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Zinc deposits
- Natural harbor
- Forest (teak)

De L'Isle

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Gold deposits

Fort Caroline

Conquerable: No
Ruled By: France
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Fort-de-France

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Natural harbor
- Deep natural

Georgetown

Conquerable: No
Ruled By: England
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Gibara

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Forest (oak)
- Forest (teak)

Golden Lake

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game
- Guano cave
- Limestone
- Silver deposits

Grenville

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Abundant game
- Natural harbor
- Forest (oak)

Guanica

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Copper deposits

Harbour Island

Conquerable: No
Ruled By: Pirates
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Havana

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Natural harbor
- Deep natural
- Forest (teak)

Iguana

Conquerable: No
Ruled By: Pirates
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Irish Point

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- River
- Granite
- Zinc deposits
- Forest (teak)

Island Harbour

Conquerable: No
Ruled By: England
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Jacob's Clock

Conquerable: No
Ruled By: Pirates
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Jaqueme

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Iron deposits
- Marble deposits
- Natural harbor

Jenny Bay

Conquerable: No
Ruled By: England
New Player Auction House: Yes
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

La Isabela

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Iron deposits
- Forest (teak)

Leogane

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Marble deposits
- Natural harbor
- Deep natural

Les Hattes

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Abundant game
- Granite
- Gold deposits
- Natural harbor

Maracaibo

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Guano cave
- Limestone
- Granite
- Silver deposits
- Natural harbor
- Forest (fir)

Marsh Harbour

Conquerable: No
Ruled By: Pirates
New Player Auction House: Yes
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Matthew Town

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Abundant game
- Natural harbor
- Deep natural
- Forest (ironwood)

Morgan's Bluff

Conquerable: No
Ruled By: Pirates
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Nassau

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Copper deposits
- Natural harbor
- Forest (fir)

New Orleans

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Iron deposits
- Natural harbor
- Forest (fir)

Oranjestad

Conquerable: No
Ruled By: Dutch
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

Orleans

Conquerable: Yes
Ruled By: France
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Forest (fir)

Pensacola

Conquerable: No
Ruled By: France
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

Pointe-a-Pitre

Conquerable: No
Ruled By: France
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

Port de Paix

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Gold deposits
- Natural harbor
- Forest (ironwood)

Portobelo

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Gold deposits
- Natural harbor
- Forest (fir)

Port-of-Spain

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Iron deposits
- Gold deposits
- Natural harbor

Port Royal

Conquerable: No
Ruled By: England
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

Port St. Joe

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Guano cave
- Granite
- Forest (oak)

Puerta de Plata

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Gold deposits
- Forest (ironwood)

Puerto Cabezas

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Copper deposits
- Iron deposits
- Silver deposits

Puerto del Principe

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Zinc deposits
- Natural harbor
- Forest (teak)

Riding Rocks

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game

Rio de la Hacha

Conquerable: No
Ruled By: Spain
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Roseau

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Guano cave
- Limestone

Rosignol

Conquerable: No
Ruled By: England
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

Ruddy Cove

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Zinc deposits
- Natural harbor
- Deep harbor

Sabanqui

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Granite

San Juan

Conquerable: No
Ruled By: Spain
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

San Marcos

Conquerable: No
Ruled By: France
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Santa Catalina

Conquerable: No
Ruled By: England
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Santa Ciara

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Guano cave
- Limestone
- Granite
- Forest (oak)

Santiago

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Natural harbor
- Forest (teak)

Santo Domingo

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Natural harbor
- Deep natural

Sisal

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game
- Guano cave
- Limestone
- Granite
- Forest (oak)

Spanish Town

Conquerable: Yes
Ruled By: England
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- River
- Iron deposits
- Natural harbor
- Forest (ironwood)

St. Augustine

Conquerable: No
Ruled By: France
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

St. John's

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Natural harbor
- Deep natural

St. Rose's Bay

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Abundant game
- Sulfur deposits

Tampa

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (sugar)
- Fertile soil (grapes)
- Guano cave
- Limestone
- Natural harbor

Tampico

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil (cactus)
- Abundant game
- Iron deposits
- Sulfur deposits

Tortuga

Conquerable: No
Ruled By: Pirates
New Player Auction House: No
Regional Market: Yes
Public Docks: No
Local Auction House: No

Available Resources

- None

Trinidad

Conquerable: No
Ruled By: Spain
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Turpitude

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- Fertile soil (grapes)
- Copper deposits

Turtling Bay

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Abundant game
- Deep natural
- Sulfur deposits

Vera Cruz

Conquerable: No
Ruled By: Spain
New Player Auction House: Yes
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

Vieux Fort

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

- Fertile soil
- River
- Fertile soil (sugar)
- Granite

Villa Hermosa

Conquerable: No
Ruled By: Spain
New Player Auction House: No
Regional Market: No
Public Docks: No
Local Auction House: No

Available Resources

- None

West End

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

* Fertile soil
* Forest (fir)
* Fertile soil (sugar)

Whitby

Conquerable: Yes
Ruled By: Any
New Player Auction House: No
Regional Market: No
Public Docks: Yes
Local Auction House: Yes

Available Resources

* Abundant game
* Forest (fir)
* Granite

Port Resources Table

CAPITALIZATION designates a nation's starting home port

PORT	Fertile Soil	Fertile Soil (Sugar)	Fertile Soil (Grapes)	Fertile Soil (Cactus)	River	Abundant Game	Guano Caves	Limestone	Granite	Copper Deposits
Ambergris	—	—	—	—	—	—	—	—	—	—
Barilla	—	—	—	—	—	—	—	—	—	—
Bartica	—	—	—	—	—	Yes	Yes	Yes	—	—
Basseterre	Yes	Yes	—	—	Yes	—	—	—	—	—
Belize	—	—	—	—	—	—	Yes	Yes	Yes	—
Belle Isle	Yes	—	—	—	—	—	—	—	—	Yes
Biloxi	Yes	Yes	Yes	—	—	—	—	—	—	—
Bluefields	Yes	—	—	—	—	—	—	—	Yes	—
Bridgetown	Yes	—	—	—	Yes	—	Yes	Yes	—	—
Cabo Raphael	Yes	Yes	—	—	Yes	—	—	—	—	—
Campeche	—	—	—	Yes	—	—	—	—	—	Yes
Cape de Vela	—	—	—	—	—	—	—	—	—	—
Caracas	Yes	—	—	—	—	—	—	—	—	—
Carbaneras	—	—	—	—	—	—	—	—	—	—
Carlos Harbour	—	—	—	—	—	Yes	—	—	—	—
Cartagena	Yes	—	—	—	—	—	—	—	—	—
Cat Island	—	—	—	—	—	Yes	—	—	—	—
Cayenne	—	—	—	—	—	—	—	—	—	—
Cayo de Marquis	—	—	—	—	—	Yes	—	—	—	—
CHARLESFORT	—	—	—	—	—	—	—	—	—	—
Charlestown	Yes	Yes	—	—	Yes	—	—	—	—	—
de L'isle	Yes	Yes	—	—	Yes	—	—	—	—	—
Fort Caroline	—	—	—	—	—	—	—	—	—	—
Fort-de-France	Yes	Yes	—	—	—	—	—	—	—	—
Georgetown	—	—	—	—	—	—	—	—	—	—
Gibara	Yes	Yes	—	—	Yes	—	—	—	—	—
Golden Lake	—	—	—	—	—	Yes	Yes	Yes	—	—
Grenville	Yes	Yes	—	—	—	Yes	—	—	—	—
Guanica	Yes	Yes	—	—	Yes	—	—	—	—	Yes
Harbour Island	—	—	—	—	—	—	—	—	—	—
Havana	Yes	Yes	—	—	—	—	—	—	—	—
Iguana	—	—	—	—	—	—	—	—	—	—
Irish Point	—	—	—	—	Yes	—	—	—	Yes	—
Island Harbour	—	—	—	—	—	—	—	—	—	—
Jacob's Clock	—	—	—	—	—	—	—	—	—	—
Jaqueme	Yes	Yes	—	—	Yes	—	—	—	—	—
JENNY BAY	—	—	—	—	—	—	—	—	—	—
La Isabela	Yes	Yes	—	—	Yes	—	—	—	—	—
Leogane	Yes	Yes	—	—	—	—	—	—	—	—
Les Hattes	Yes	—	—	—	—	Yes	—	—	Yes	—
Maracaibo	—	—	—	—	—	—	Yes	Yes	Yes	—
MARSH HARBOUR	—	—	—	—	—	—	—	—	—	—
Matthew Town	Yes	—	—	—	—	Yes	—	—	—	—
Morgan's Bluff	—	—	—	—	—	—	—	—	—	—
Nassau	Yes	—	—	—	—	—	—	—	—	Yes

Port Resources Table

Iron Deposits	Silver Deposits	Gold Deposits	Sulfur Deposits	Zinc Deposits	Marble Deposits	Natural Harbor	Deep Natural Harbor	Forest (Fir)	Forest (Oak)	Forest (Teak)	Forest (Ironwood)
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	Yes	—	—	—	—	—	—	Yes	—	—
—	—	—	—	—	—	Yes	—	—	—	—	—
—	—	—	—	—	—	Yes	—	Yes	—	—	—
—	Yes	—	Yes	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	—	Yes	—	—	—
—	—	—	—	—	—	Yes	—	Yes	—	—	—
—	—	—	—	—	Yes	Yes	—	—	Yes	—	—
—	—	—	—	—	—	—	—	—	—	—	—
Yes	—	—	—	—	—	Yes	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	Yes	—	—	—	Yes	—	—	Yes	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	Yes	—	—	—	Yes	—	—	Yes	—	—
—	—	—	—	—	—	—	—	Yes	—	—	—
—	—	Yes	—	—	—	Yes	—	—	—	—	—
—	—	—	—	—	—	Yes	Yes	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	Yes	—	Yes	—	—	—	Yes	—
—	—	Yes	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	Yes	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	Yes	Yes	—
—	Yes	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	—	—	Yes	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	Yes	—	—	Yes	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	Yes	—	—	—	—	—	Yes	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
Yes	—	—	—	—	Yes	Yes	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
Yes	—	—	—	—	—	—	—	—	—	Yes	—
—	—	—	—	—	Yes	Yes	Yes	—	—	—	—
—	—	Yes	—	—	—	Yes	—	—	—	—	—
—	Yes	—	—	—	—	Yes	—	Yes	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	Yes	—	—	—	Yes
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	—	Yes	—	—	—

Port Resources Table (Continued)

PORT	Fertile Soil	Fertile Soil (Sugar)	Fertile Soil (Grapes)	Fertile Soil (Cactus)	River	Abundant Game	Guano Caves	Limestone	Granite	Copper Deposits
New Orleans	Yes	Yes	—	—	—	—	—	—	—	—
Oranjestad	—	—	—	—	—	—	—	—	—	—
Orleans	Yes	Yes	—	—	Yes	—	—	—	—	—
Pensacola	—	—	—	—	—	—	—	—	—	—
Pointe-a-Pitre	—	—	—	—	—	—	—	—	—	—
Port Royal	—	—	—	—	—	—	—	—	—	—
Port St. Joe	—	—	—	—	—	—	Yes	—	Yes	—
Port de Paix	Yes	Yes	—	—	Yes	—	—	—	—	—
Portobelo	—	—	—	—	—	—	—	—	—	—
Port-of-Spain	Yes	—	—	—	—	—	—	—	—	—
Puerta de Plata	Yes	Yes	—	—	Yes	—	—	—	—	—
Puerto Cabezas	—	—	—	—	—	—	—	—	—	Yes
Puerto del Principe	Yes	Yes	—	—	Yes	—	—	—	—	—
Riding Rocks	—	—	—	—	—	Yes	—	—	—	—
Rio de la Hacha	—	—	—	—	—	—	—	—	—	—
Roseau	Yes	Yes	—	—	Yes	—	Yes	Yes	—	—
Rosignol	—	—	—	—	—	—	—	—	—	—
Ruddy Cove	Yes	Yes	—	—	—	—	—	—	—	—
Sabanqui	—	—	—	—	—	—	—	—	Yes	—
San Juan	—	—	—	—	—	—	—	—	—	—
San Marcos	—	—	—	—	—	—	—	—	—	—
Santa Catalina	—	—	—	—	—	—	—	—	—	—
Santa Clara	—	—	—	—	—	—	Yes	Yes	Yes	—
Santiago	Yes	Yes	—	—	Yes	—	—	—	—	—
Santo Domingo	Yes	—	—	—	—	—	—	—	—	—
Sisal	—	—	—	—	—	Yes	Yes	Yes	Yes	—
Spanish Town	Yes	Yes	—	—	Yes	—	—	—	—	—
St. Augustine	—	—	—	—	—	—	—	—	—	—
St. John's	Yes	Yes	—	—	—	—	—	—	—	—
St. Rose's Bay	Yes	Yes	—	—	—	Yes	—	—	—	—
Tampa	Yes	Yes	Yes	—	—	—	Yes	Yes	—	—
Tampico	—	—	—	Yes	—	Yes	—	—	—	—
Tortuga	—	—	—	—	—	—	—	—	—	—
Trinidad	—	—	—	—	—	—	—	—	—	—
Turpitude	Yes	—	Yes	—	—	—	—	—	—	Yes
Turtling Bay	—	—	—	—	—	Yes	—	—	—	—
VERA CRUZ	—	—	—	—	—	—	—	—	—	—
Vieux Fort	Yes	Yes	—	—	Yes	—	—	—	Yes	—
Villa Hermosa	—	—	—	—	—	—	—	—	—	—
West End	Yes	Yes	—	—	—	—	—	—	—	—
Whitby	—	—	—	—	—	Yes	—	—	Yes	—

Port Resources Table (Continued)

Iron Deposits	Silver Deposits	Gold Deposits	Sulfur Deposits	Zinc Deposits	Marble Deposits	Natural Harbor	Deep Natural Harbor	Forest (Fir)	Forest (Oak)	Forest (Teak)	Forest (Ironwood)
Yes	—	—	—	—	—	Yes	—	Yes	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	Yes	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	Yes	—	—
—	—	Yes	—	—	—	Yes	—	—	—	—	Yes
—	—	Yes	—	—	—	Yes	—	Yes	—	—	—
Yes	—	Yes	—	—	—	Yes	—	—	—	—	—
—	—	Yes	—	—	—	—	—	—	—	—	Yes
Yes	Yes	—	—	—	—	—	—	—	—	—	—
—	—	—	—	Yes	—	Yes	—	—	—	Yes	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	Yes	—	Yes	Yes	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	Yes	—	—
—	—	—	—	—	—	Yes	—	—	—	Yes	—
—	—	—	—	—	—	Yes	Yes	—	—	—	—
—	—	—	—	—	—	—	—	—	Yes	—	—
Yes	—	—	—	—	—	Yes	—	—	—	—	Yes
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	Yes	—	—	—	—
—	—	—	Yes	—	—	—	—	—	—	—	—
—	—	—	—	—	—	Yes	—	—	—	—	—
Yes	—	—	Yes	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	Yes	—	—	—	Yes	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	Yes	—	—	—
—	—	—	—	—	—	—	—	Yes	—	—	—

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Michael Searle

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WINDWARD PASSAGE
Mona Passage
Mona Island
Puerto Rico Trench
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Tortola
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Spanish Town
Virgin Gorda
Anegada
Anegada Passage
Island Harbour
Sombrero
Sombrero Passage
Ordnance Channel
Road Bay
Crocus Bay
Sandy Cay
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